



## **Intro**

Your task is to create an artist facing tool for a game - *"Fault in our stars"*. This tool will be used by amazing artists to easily create preset "Stars" and add them to the scenes. Stars can be represented by simple 3D Objects (Sphere etc). There should be a custom editor window that allows the artist to create star presets. Once a preset is made, it can be selected in the custom window and quickly added to the scene.

Stars should have the following properties, and a custom inspector allowing intuitive modification of these properties if one is selected in the scene:

- Color
- Star Radius
- Gravity Well Radius
- Star Name

Stars in the scene should visually show their color and size, as well as a scene gizmo that shows it's gravity well. In addition, a global settings asset should be made that stores all the presets the artist makes. Selecting this asset should provide an inspector with the ability to export current presets to a specified JSON file, or load presets from a specified JSON file

Remember, this is your chance to show us your skills ! We'll walk through your implementation during the interview.

## **Primary Objectives**

- Create custom editor window for artists to create preset "Stars"
- Create custom inspectors to modify "Star" properties when selected in a scene
- Create 3D World Space Gizmos to represent their gravity well
- Store presets in a project asset to persist state
- Export presets to a JSON and ability to read those presets back from the JSON at any time

## **Bonus Objectives**

- Implement this using the new UIToolkit package
- Impress us by building intuitive and simple user experience for this tool. Build your own "Stars"

## **Duration**

- It usually takes around 1-2 days to complete this but feel free to take your time and submit it before the end of the week.

## **Deliverables**

- Access to Git repository with well documented instructions & code for your solution.
- Writeup describing the challenges you faced during development and how you solved them.

## **Criteria**

1. Clean & Readable Code [30 Points]
2. Understanding of custom Unity Editor features [30 Points]
3. Version Control & Documentation [10 Points]
4. User experience [10 Points]
5. Follow up Interview [20 Points]