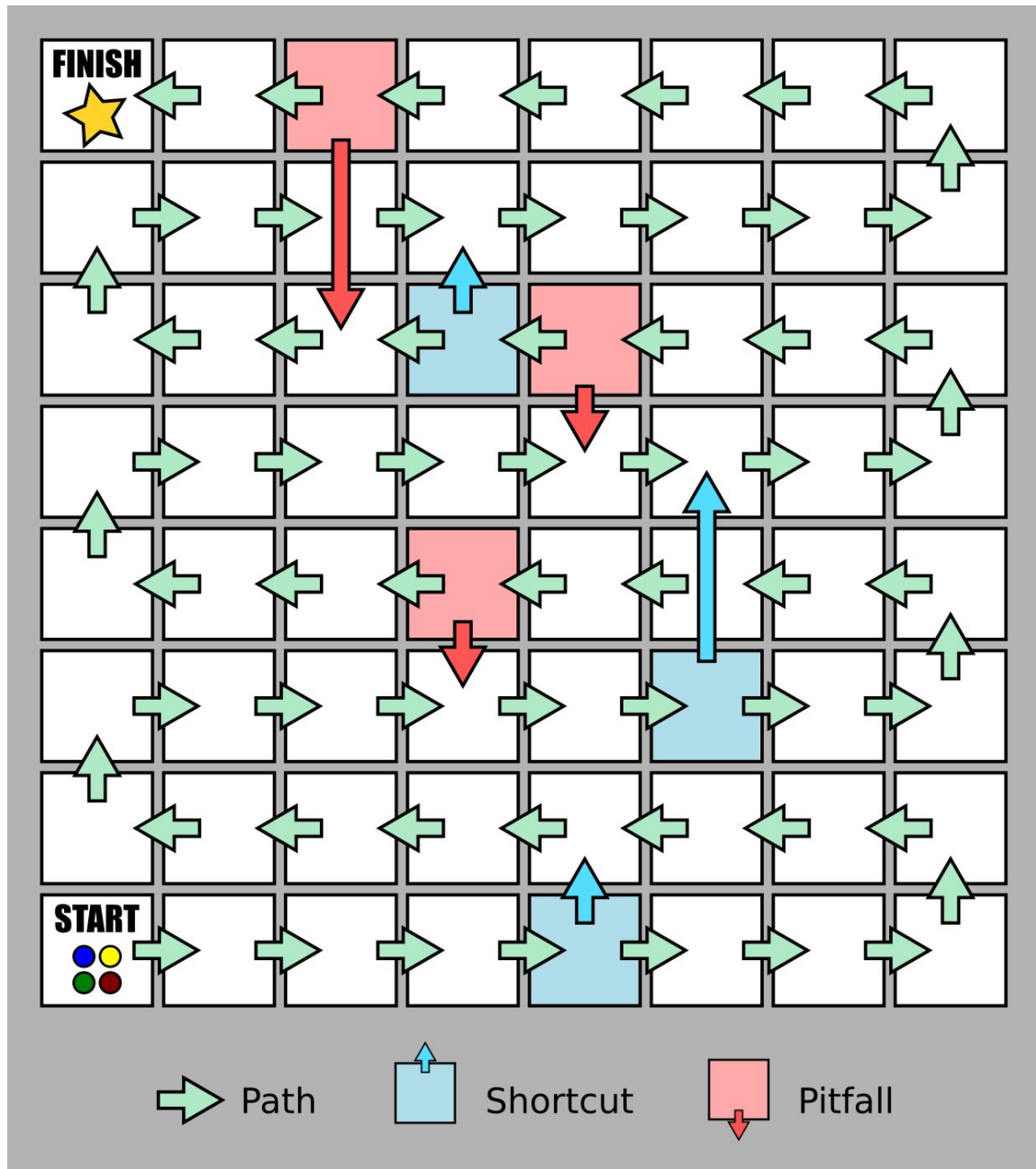




TEST - GAME DESIGN AND PROGRAMMING

Please observe the following board carefully, and refer to the game rules and instructions on the next page.



Game Rules:

The rules are similar to Snakes and Ladders, but with a few differences

1. All players start on the first tile and play on the same device by taking turns
2. Players roll a D6 die (values 1-6) to advance every turn by the amount they roll
3. If a players' turn ends in a Pitfall, they must be sent back to the correct tile it leads to
4. if a player's turn ends on a Shortcut, they must advance to the correct tile it leads to
5. There must be 2 Shortcuts and 2 Pitfalls on every map, and they must be randomly generated.
6. A player can skip maximum one turn and their roll for that turn is then added to their next roll. (if a Player rolls 1 and skips, and rolls 4 on their next turn, they can move $1+4 = 5$ tiles)
7. A player will lose a turn if they roll 6 twice in a row.

Important Instructions:

1. This assignment must be completed within 48 hours
2. The applicant must submit the entire project, and a working executable build of the game
3. ONLY the Unity game engine is to be used, without any extra dependencies, such as downloaded assets, plugins or SDKs.
4. ALL the game visuals and assets must be 3D and programmed in 3D space. Primitive assets like planes, cubes, capsules are acceptable. Please follow the color scheme in the board as closely as possible while designing assets.
5. Use of animations and sounds is encouraged wherever deemed beneficial.
6. The game must include Start and Game Over scenes.
7. UI design is not expected to be the goal of this test. However, all Scores, Die Rolls and Text must be clearly visible and readable on the screen.