**TEST ASSIGNMENT**

**(along this test submission make a word file mentioning following details)**

1. **NAME**
2. **DESIGNATION**
3. **PORTFOLIO LINK/GITHUB**
4. **DATE &TIME OF SUBMISSION**

**Description**

Develop a 2D top-down adventure game where the player controls a character equipped with a melee weapon, a hook, and faces enemies that spawns from spawners. The player's goal is to collect a key, defeat enemies, navigate through the environment, and escape through the exit door.

**Requirements**

**Player:**

* Implement top-down movement for the player character using arrow keys or WASD.
* Allow the player to rotate the character based on movement direction.
* Add a melee attack mechanism that damages enemies in close proximity.
* Implement a hook mechanic that consumes mana and allows the player to grapple and pull enemies.
* Design a mana system that regenerates over time. Include health pickups that restore the player's health.

**Enemies:**

* Design enemy spawners that periodically spawn enemies within a certain range.
* Implement an enemy or more with basic movement and ranged attack behavior.
* The enemy should have a ranged attack that targets the player.

**Key Collection and Exit Door:**

* Place a key item somewhere in the level that the player needs to collect.
* Design an exit door that remains locked until the player collects the key.

**UI:**

* Display the player's health and mana on the screen.
* Indicate the player's progress in collecting the key and reaching the exit.

**Deliverables**:

* Public Github Repository
* Clean commit history
* Clean source code (no unused assets or scripts)
* Readme file
  + Version of Unity used and any requirements
  + DocumentaEon about any System implemented and configurations

Feel free to use any assets or add any addi0onal features, mechanics, or gameplay elements you find interes0ng and engaging.