

# Playable Ads Developer Test



## Drift Racing Playable Ad:

- Using the provided base asset and other assets in the unity asset store, try to recreate the gameplay of the video/ base game in Unity and implement it as a Playable Ad in Luna.

## Resources:

- Video ref: [Hot Slide - Gameplay Walkthrough Part 1 All Levels \(Android, iOS\)](#)
- Base Asset: [Multiplayer Racing Template – Free Cloud Solution](#) (use assets only, do not reuse the code)
- Game ref: [Hot Slide](#) / [Hot Slide - Apps on Google Play](#)
- Luna(Unity Playworks): [What is Playworks Plugin ? | Unity Playworks - Developer Docs](#)

## Requirements:

1. **Content:** 1 level of racing against AI (can be simple AI).
2. Have at least 1 custom, self-made particle system (don't have to make your texture/mesh)
3. Have music/sound effects.
4. Have UI animations (use DOTween or Unity animation)
5. Optimized performance for mobile
6. Optimized build size in Luna (<5mb is preferable)
7. Balance performance and graphics
8. Make sure the playable is orientation dynamic (can change orientation)
9. Can adjust the driving settings through Luna (use [LunaPlaygroundField] in Unity)
10. Make sure playable is suitable for both phones and tablets (Unity device simulator).
11. Document the development process, show problems that you solved, which implemented solutions to the requirements above, and things you learned during development,...

## Submit:

1. Submit the link Github.
2. The Luna preview link
3. The document file.

P/S: Drifting core gameplay feels as close to the original as possible, other aspects can be implemented freely