

Unity Client Technical Test

Your mission is to implement a similar Auto Battle 3D game scenario in Unity 2020.3.25f1. A round-based PvP game where you'll draft a team that battles automatically on your behalf.



- Unity 2020.3.25f1

For this Technical Test we ask to develop some of the Auto Battle standard mechanics. If you are familiar with TeamFight Tactics it will be easier to understand the requirements.

We provide a basic scene with the map placed and some random characters for the exercise. You can add anything else you need. In any case anything related to art won't be considered for this test.

Requirements:

- **Characters:** Characters are divided into 5 different Rarities (common, uncommon, rare, epic, legendary) and every rarity has a cost to be purchased from 1 common to 5 legendary.
- **Game Rounds:** the structure of the game is composed in 4 rounds. At the beginning of the first round, players start with 10 gold and 10 lives and Level 1.
 - Every round has a preparation phase and a combat phase.
 - Preparation phase has a 20 seconds duration. Once the 20 seconds are completed, the combat phase will trigger.
 - During the preparation phase the players can buy characters and place them in the battlefield.
 - During the combat phase a random team will spawn as an enemy team and they will fight automatically.
 - If the player wins the combat wins 5 gold + 1 gold for each previous combat won (win streak).
 - If The players loses the combat it loses 1 life and loses the win streak.
 - No need to develop the AI for combat. Once the players enter the combat phase just make them move to the closest enemy and make the result of the match randomly generated, like a flip.
 - After the 4 rounds, the player will win the game if he has more than 1 life.
- **Shop:** Create a UI where players can buy different characters for the battle.
 - The shop must contains five random characters available to purchase
 - Everytime one character is purchased, replace that card with another random character
 - The cost of the characters are 1 to 5 gold each.
 - A button where you can refresh the store. Costs 2 gold and replaces all 5 characters displayed.
 - A button where you can upgrade player level. Costs 1 gold. For each level you can add one more character to the battlefield.

- **Inventory:**



- Once you buy any character it will be displayed in the inventory.
- You can drag and drop any character to any inventory slot any time.
- You can drag and drop any character to the battlefield if you have enough battle slots.