**Test Task (2 weeks):**

Choose one of the modern game engines available for moderns (Unity, Cry Engine, Unreal Engine) and understand basic functionality.

Now, imagine you are working on the game and you have a task to prepare an Elevator feature.

It will be used in the game multiple times in various conditions and configured by other people.

Keeping in mind all said above, please create an Elevator for the building with 3 floors and create tools for controlling the elevator.

The idea is to put as few controlling elements as possible, but it should be able to call the elevator from any floor and to get to any floor with minimal amount of actions.It is optional to have secondary and fancy elements.

For example - Elevator doesn't have to have doors.

As long as the main idea is achieved, the elevator doesn't have to be realistic or user-friendly, although it will be considered a plus.