



# Internship Game Development Assignment

## Welcome

Hello prospective intern! Thanks for applying for a position as a game development intern at SyncVR! At SyncVR we work hard and with passion on a daily basis to improve the quality of life of patients using Virtual Reality. Because we think Virtual Reality is an awesome technology, and because we believe it has the most impact when used to take people out of their hospital setting where they are a patient, and transport them to tropic islands or outer space.

We are a small team of extremely motivated, independent and self-starting people, and we're looking for others like us. That's why our procedure for accepting interns may be a bit different from what you're used to or what you're expecting. Here's the three steps that we'll follow:

1. You do the assignment that is described below and send us the result.
2. We have a conversation with you about the assignment, but also about you: what makes you tick? Why do you want to join SyncVR?
3. You join one of our demo-evenings and meet the team. We get to know you, and you get to know us!

By the end, we'll know if you fit in! So do you? Let's find out!

## Assignment

Build an app in Unity that allows users to watch the well known Fibonacci sequence ([https://en.wikipedia.org/wiki/Fibonacci\\_number](https://en.wikipedia.org/wiki/Fibonacci_number)) unfold. The app must contain at least the following features:

- a canvas in world space where the Fibonacci numbers are presented
- a button (either in world space or on screen) that when pressed, makes the next number appear.
- some neat sound effects
- the app must run on both Desktop and Android

A lot about this app is intentionally left vague: we like people who come up with their own ideas and give their project their own touch, so use your creativity and go wild!

We think that you should be able to finish the above assignment in at most one day. Don't spend more time on it than that, even if you're not completely finished. The project should be made in Unity version 2019.3.6f1 and include a ReadMe with instructions and design choices.

## Delivery

Once the assignment is done, publish it to github / bitbucket / gitlab, and send it over to [freek@syncvr.tech](mailto:freek@syncvr.tech), [ferry@syncvr.tech](mailto:ferry@syncvr.tech) and [cheyenne@syncvr.tech](mailto:cheyenne@syncvr.tech). We'll take a good look at it and then contact you for a follow up!

**Good luck, have fun, and rock & roll!**