**Red Engine – Unity Developer Exercise**

A blue and red rings with a lightning bolt

Description automatically generated

The concept artist has come up with the above effect for a game. The 3D artist has set up a basic scene with a model to use for the ‘pucks’.

Using the provided Unity Project:

* Open the RedEngine scene.
* Create the line effect above to link pucks of a similar colour.
* The two pucks that are the furthest apart, for each colour should have a more intense effect.
* The line effect should be animated (like electricity).
* If the pucks move the effect should follow.

What would you do to optimize this scene if it was developed further?

Any comments on the scene that was set up initially?