

Gyruss

Background

For our next project, we need to validate a certain mechanic, that originated in the 1980ies. Gamedesign is asking you, if you could help them to deliver a basic prototype of the mechanic. As a next step they want to test this themselves and if they like it, they want to involve the wider team to add graphics, sound and more advanced animation to it. Their ask is obviously primarily around the flow of the gameplay itself, which they want to be able to verify.

Task

Please create a clone of the famous Game "Gyruss" in unity. You can use this video for reference: https://www.youtube.com/watch?v=8xV6HhsFGWc&ab_channel=Commodoremania

Please focus your efforts on these tasks in that order:

Task1

- Create a playable ship entity, that moves in a circular fashion around the screen center
- The player should be able to control the ship position on the circle
- The player should be able to fire shots at the center of the circle

Task2

- Create an enemy spawner, that creates (spawns) multiple enemies (eg. in batches of 2 to 10)
- Create the enemies so they are moving with constant velocity around a circle with smaller diameter than the player.
- Enemies should spawn in the center of the screen and the diameter of their movement increases slowly

Task3

- Make the player shots hit the enemies.
- Make the player gain a score. the smaller the diameter of the enemy that is being hit, the higher the score.

Notes

This assignment is supposed to take 8 hours and you should by no means extend the time spent on it. Feel free to use any assets you can grab for free (please be aware of the license) on the internet. You can also simply use base shapes created in the unity editor.

Use C# for programming any of the functionality. Upload your project to github and invite kai@edurino.com as a collaborator.