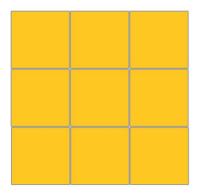
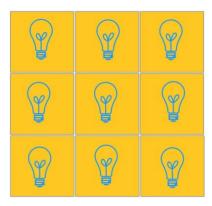
Unity3D Test

Tasks:

A. Create grid of prefabs (prefab can be anything eg. box,sphere etc). In which you can decide number of rows and columns of it. **eg** . 3x3 grid using box.



- B. Every prefab will have custom child object.
- eg. box will have sphere, cylinder as child object.



C. Child of prefab can be random in size and the grid boxes should change color if the child object is bigger than parent object.

eg. if the 3rd object child in bigger in Y then the upper box should different in color and should have no child object.

