MADBOX

Senior Game Automation Developer

Welcome to Madbox's Game Developer test 😁

Introduction:

You are to develop a system for a 3d character (the hero) in an RPG game and the tools to configure it.

We expect the test to be completed within 8 hours of work.

We will evaluate code architecture, code readability and code performance.

Features:

- Implement character movement in the 3d environment using 1 finger / Mouse left click + drag.
    - Reference: Archero
- Hero will attack based on proximity, any enemy in range will be damaged.
- Hero can start with 3 different weapons: curved sword, greatsword, long sword. When equipped, each weapon will modify:
    - Attack animation speed
    - Timing to apply damage to fit the animation
    - Hero's movement speed
    - Attack range
- Enemies spawn in random positions on the map and stay there waiting to be attacked.

Tools:

- Create tools using Unity Inspectors to configure the following values of the game.
    - Probability to start with each of the weapons.
    - Stats mentioned above for each of the weapons.
    - How many enemies appear in the map.
- Optional: Be able to change the values while the game is running and persist the changes.
- Optional: Create an in-game tool to be able to change the configuration of the game
- Optional: Create any other tool that you think will be beneficial for the maintenance of the game.

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What we provide :

We included in the project:
- Assets for the hero
- Assets for the enemy
- Assets for the weapons
- A combat scene with a basic setup for lights, camera, and floor
- A scene dedicated to the UI with basic 1 finger joystick graphics.
- Addressables package is included
- TextMeshPro Essentials
- Unity Project is set up in a basic way using URP with Unity 2020.3.0f1

Please let us know if you think that there is something missing 😌

Guidelines :

When you are done, please send us your source code (via GitHub or any other online repository) so that we can make a code review.

If you have the possibility please add an APK.

Please also attach a **README.me** document in which you'll mention :

- The time it took you to perform the exercise
- The parts that were difficult for you and why
- The parts you think you could do better and how
- What you would do if you could go a step further on this game
- Any comment you may have

We look forward to receiving your test 🚀

GOOD LUCK !!!!