

# Game Developer Test (Unity)

## Description

The test involves building a small game in Unity, similar to Doodle Jump ([link](#))

## What are the requirements?

### ★ Gameplay requirements:

- Having a character which jumps from one platform to another
- The character jumps automatically
- Character controls
  - moving left/right - left/right keys and left/right swiping on the screen
- One infinite level
- The game is over when the character falls out of the screen
- **Nice to have:**
  - Destroyable platforms (the character can touch them only once)
  - Moving platforms (horizontal/vertical)
  - Rocket booster (for n seconds) on platforms
  - Springs on platforms for higher jumps
  - An own feature that adds to the gameplay

### ★ Other requirements:

- Intro animation (e.g. countdown 3, 2, 1)
- Outro animation, presenting new score/high score
- Replayable game after losing, without restarting the Unity scene
- UI feedback shows the number of platforms the character jumped on
- For UI, please use Unity UI Canvas
- The game should scale correctly for iPhone X, iPad 4, Samsung Galaxy S10 and have the same difficulty on the different devices

## What should be delivered?

- A GitHub repository from where we can clone and play the game
- The game should run out of the box (or provide a step by step guide on how to start the game)

## Tips

- For checking how the screen scales on different devices, use the device simulator from Unity's package manager
- For the animations, pick any system that you're comfortable using. Give the game a nice, bouncy feel.
- Use any 2D/3D assets you like; aim for consistency, e.g. you could use Kenney's assets ([link](#))

## What are we looking for?

- Clean code (avoid hacks and clean up your source and project files, document only as needed)
- Simple architecture (be deliberate and effective in your choices, but don't neglect future extensibility)
- Game feel - is it... juicy?! ([link](#))

## What should be delivered when?

- It's totally up to you, so please assess the amount of work and let us know when it will be ready
- Feel free to send us any questions arising

**Have fun with the test!**