(Gameplay / Mechanics Engineer) Take Home Code Challenge

Code Challenge

Using Unity and C# create a new 2D project and draw a hexagon of any color. When the hexagon is double-clicked or double-tapped, the hexagon should change to a random color. The hexagon should only be clickable/tappable in the bounds of the hexagon. Also, include a menu system that allows you to switch the shape of the element. The example code should work on mobile and desktop devices.

Delivery

1. Create a public Github / Bitbucket / Gitlab repo
2. Provide the link to the repo
3. Provide a working demo link (or instructions to run it locally)

Optional Challenges

- Make the hexagon/shape animate
- Make a more complex gesture or animation
- Mask an image into the hexagon/shape
- Add some audio effects
- Anything else you would like to show us!

Suggested Technology

These libraries and frameworks may help you along the way, but feel free to use whatever you choose fit to complete the task.

- TextMesh Pro
- Unity UI