

SIDIA Unity3D test Manual

Solutions | **SIDIA**

Unity 3d Test

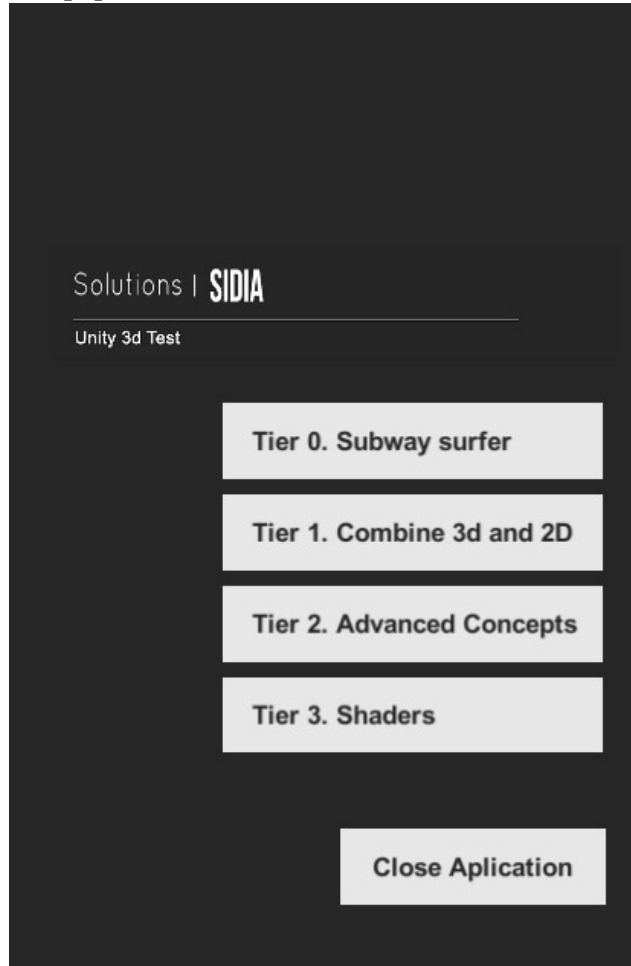
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Application Main Menu

Application view



This page describes the functionalities of the Main Menu of the Application.

-Touch a button on the center panel of the menu to go to the desired tier.

-Touch Close Application button to exit the application

Tier 0: Subway surfer

Application view



This page describes the functionalities of the Main View in the Tier 0.

-Touch the Play button to start the game.

-Touch the Main Menu button to go to the Main Menu

Tier 0: Subway surfer

Application view



This page describes the functionalities of the subway surfer game play.

-The objective of the game is to run as far as you can without crashing with any obstacle. The character run speed is increased over time

-Swipe left and right to move to the respective side direction

-Swipe up to jump, you can only jump if the character is on over a surface

-Swipe down to crunch, if the character is on the air it will speed up the falling and crunch on landing

Tier 0: Subway surfer

Application view



This page describes the functionalities of the subway surfer game in pause mode.

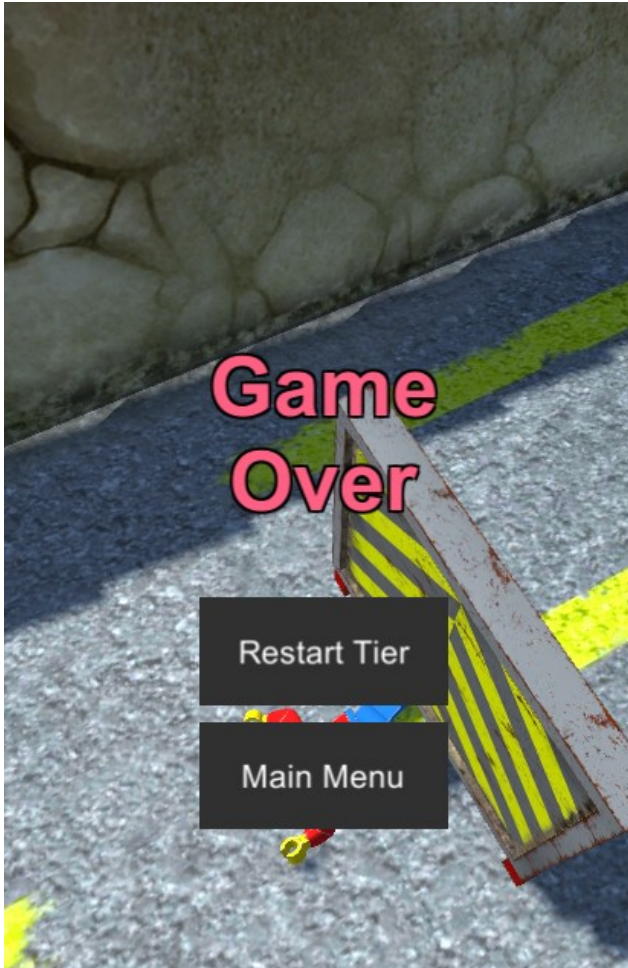
-Touch the Resume button to exit pause mode and resume playing

-Touch the Restart Tier button to restart the game

-Touch the Main Menu button to go to the Main Menu of the Application

Tier 0: Subway surfer

Application view



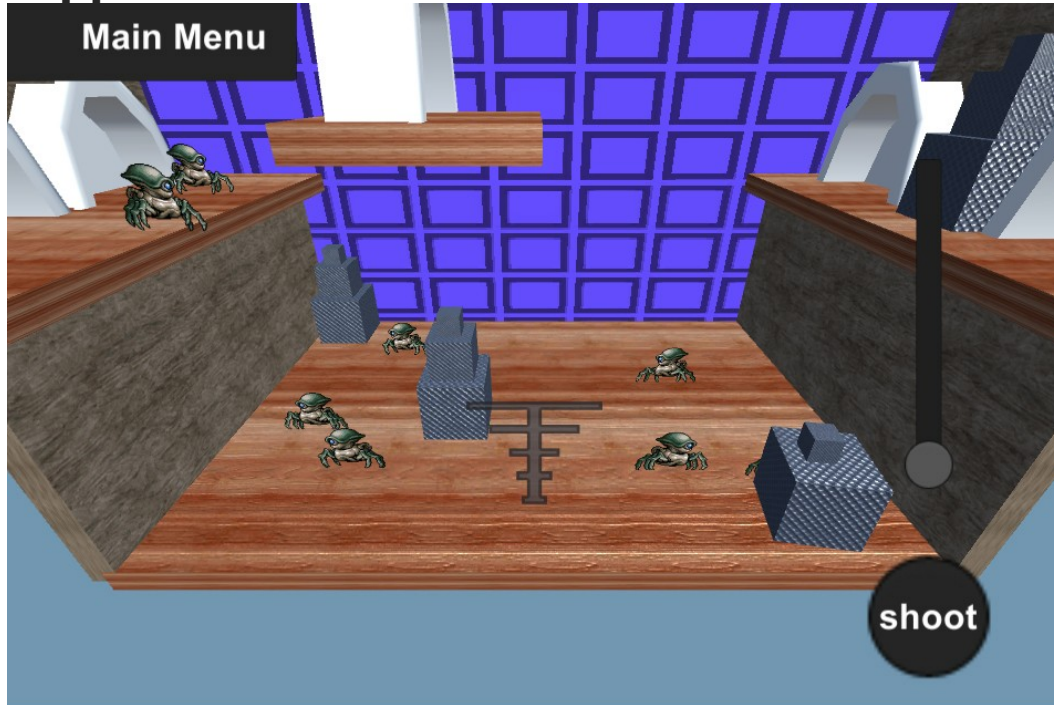
This page describes the functionalities of the subway surfer game in game over mode.

-Touch the Restart Tier button to restart the game

-Touch the Main Menu button to go to the Main Menu of the Application

Tier 1: Combine 3D and 2D

Application view



This page describes the functionalities of the 3D and 2D game play.

- This mini game is a 3D and 2D combine elements test. It also use the unity 3d physics engine to detect collisions and object movement.

- Drag the finger over the screen to aim

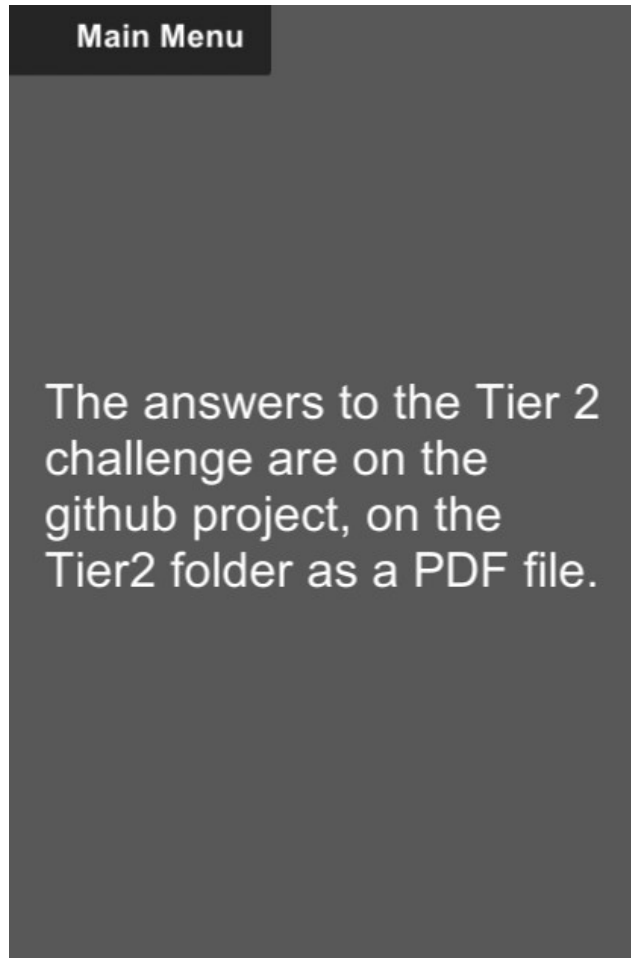
- Use the slider to adjust the firing force

- Touch the shoot button to fire

- Touch the Main Menu button to go to the Main Menu of the Application

Tier 2: Advanced concepts

Application view



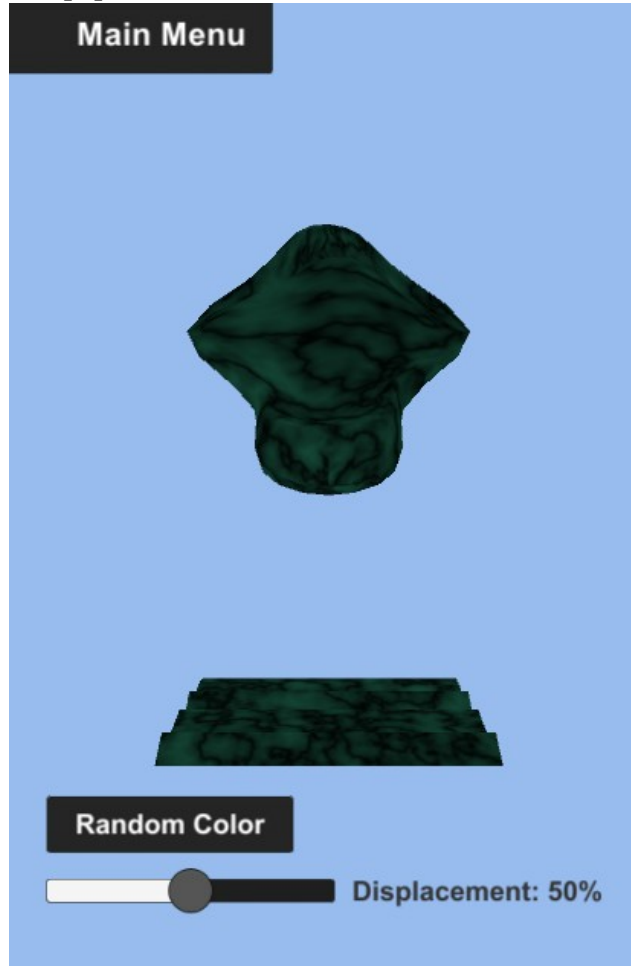
The Tier 2 is a questionnaire.

-The answers to the Tier 2 challenge are on the github project, on the Tier2 folder as a PDF file.

-Touch the Main Menu button to go to the Main Menu of the Application

Tier 3: Shaders

Application view



This page describes the functionalities of the shader challenge.

- Drag the finger over the screen to rotate the geometries on the horizontal axis**

- Touch the Random Color button to change the base color of the geometries, the color is combined with an animated texture**

- Use the slider to adjust the displacement amount on the geometry**

- Touch the Main Menu button to go to the Main Menu of the Application**

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