



## Programmer interview task

### Purpose

To understand how you think and approach solutions.

### Task

**Player:** Create a 3D character (Cube or Capsule is good) that has a simple movement and rotation script that uses 2D Physics. The character should move with WASD or Arrow Keys. Also, when the Space Key is pressed, it should push surrounding objects that have a Rigidbody2D by using 2D Physics. Have a very simple camera that follows the player.

**Scene:** Make a simple scene that contains a floor (cube with tiled texture is enough) and some 3D objects that have 2D Colliders and Rigidbodies.

**Extra, Simple AI:** Create a 3D character (Cube or Capsule is good) that has a simple movement and rotation script that uses 2D Physics. Or reuse the Player movement script. This AI should follow the player if it is inside a certain radius and there are no obstacles in the middle. When the player is close enough, the AI should be able to push it using 2D Physics.

### Expected time investment

Please do not put more than 2-4 hours into this, it's less about the polish and effort and more about understanding your thinking process and general approach.

### Submission

Preferably submit via a git repository and add nicobito@gmail.com for access. You can also upload a zip file and share it.

### Next steps

We'll schedule a short 30 min walkthrough where we'll ask you to talk us through your solution. This will be followed by a final interview with [co-Founder/CEO Maarroof](#).