Junior Game Programmer
Job Application Evaluation Assignment

Assignment

Let's assume we are developing a mobile Starcraft style RTS game using Unity3D engine and you are tasked with programming all (client-side) aspects of the game.

1. In your opinion, what are the different development phases we should go through and what percentage of total development time should each phase take?

2. We would like to get a glimpse of the gameplay of our new game at the earliest.

   a. What are the first 5 mechanics/functionalities you should develop for this specific game so that we have a playable build as soon as possible?

   b. For each of the mechanics/functionalities you have listed in the previous section, what questions should the game designer have answered before you start coding?

Submission

1.Question

Planning (10-15%): This phase includes defining the concept of the game, creating the game design document

Production (50-60%): in this section game contents, designs, mechanics, the part it is applied together

Testing (15-20%): This is the phase where the game is experienced and debugged and made playable

Release and beta (10-15%): This stage is the part of responding to feedback after the release of the game and making adjustments accordingly

2.Question

a. The top 5 mechanics/functionalities I recommend are

1.Basic movement and unit selection: This is the foundation of the game and allows players to select and move units on the map.

2.enemy units: What types of enemy units should be in the game? How should they move and attack?

3.Basic UI and controls: A basic UI for players to interact with and understand gameplay.

4.Combat mechanics: Units attack and defense mechanics and design, animations

5.Map and story mechanics: The map is a story where in-game navigation and that atmosphere can create

b.The game designer should have answered before I start coding

1.How should units be selected (for example, tapping, picking, or both)? How should units act? what is animation mechanics?

2.What types of enemy units should be in the game? How should they move and attack?

3.How will the user interact with the UI designs on the screen?

4.Basic Combat mechanics: What are the attack and defense mechanics for units? How will damage be calculated?

5.Map and story mechanics: What is the layout of the map? What is the story of the game?