Prototyping Gameplay Test

Unity Game Developer

Dear Candidate,

We are very excited about having the opportunity to test your skills and the potential to work with you in the future!

This document is going to brief you on our working environment as well as on what needs to be done for the test. During the assessment of your work, we will not only evaluate the final result, but also how you work with Git, the comments you provide and, most importantly, the quality and efficiency of your code. We strongly encourage the use of an object-oriented approach.

The task you see on the next pages is specified in a way that should let you use your own imagination and creativity. You should not feel constrained, we'd love to see your own vision of this.

If you have any questions at any stage of your work, please feel free to contact us – we will be happy to help.

Please note that this document is a property of UNIT9 and it must not be shared with any third parties.

Now, on to the challenge!

# Infinite One-button Rotational Shooting Game in Cardboard

Goal

Create a simple shooting game where the character can only rotate using the cardboard SDK. Main features:

- Pressing the button/tapping the screen makes the character shoot.
- Character rotates using cardboard SDK
- Enemies are positioned around the player.
- Use UGUI.

The aim of the game is to survive as long as possible against oncoming enemies.

Please spend some time making the UI look great.

References
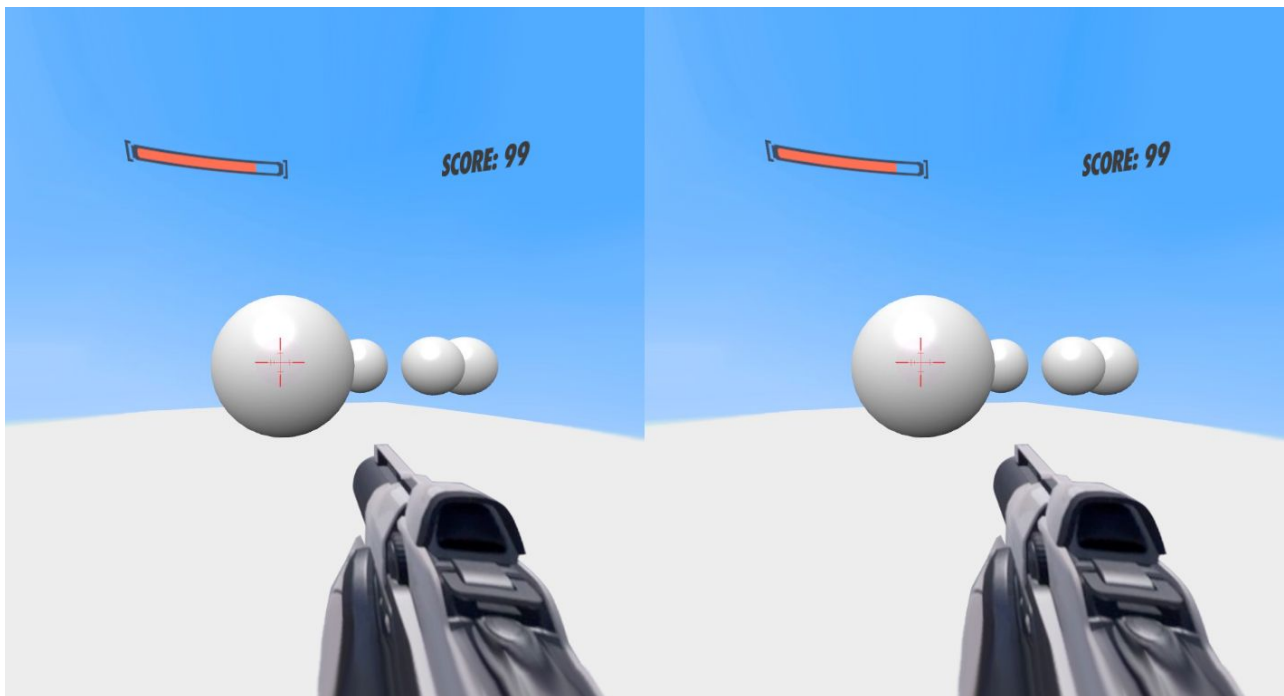
Requirements

Do

- Heavy use of object-oriented principles in code.
- Use the Cardboard SDK: Located Here
- Develop using C#.
- No use of external libraries / add-ons.
- Infinite game.
- Try to make it fun!
- Use UI to show score/health

Nice to have:

- Custom shot effect shader(s)
- Custom kill (blood splash) effect shader(s)

Do Not
- You don't have to develop a full game. It's all just about the core mechanics.
- Don't worry about visual design. Feel free to use primitive shapes and plain colours, as long as they get the point across.

Deliverables
The deliverable for this task is a playable Unity prototype of the game delivered as an Android APK and all source files. Please deliver the project in whatever playable state it is in, after a maximum of 48 hours, including as little or as many features as it has.

How do Deliver
Please set up a private repository on Bitbucket, and push your solution there. Make sure the

codebase is accessible only to yourself and your points of contact. Tag the final solution as

`release-1.0.`

Make sure you write a quick description (README.md) on how to run your prototype locally.

Expected Delivery
In 48 hours.

GOOD LUCK!