Angry Gran Chase Interview Test

You have 45 minutes to complete as many tasks as you can to the best of your ability.

This project is a simple game to test your ability to use not only C#, but your ability to use the Unity engine. The goal of the game is to stay away from the enemy for as long as possible, whilst collecting coins spawned around the map. You control the character Angry Gran by pressing either side of the screen to turn.

You are able to use the internet to help you if you need it.

Your tasks will be to fix a few features, add features and increase performance in certain areas. The tasks are as follows:

* The green button sprite looks awful. See what you can do to make it look better without externally editing/replacing the sprite.
* The player turning is working, however, forward movement is unfinished. It should be automatically moving forward, unless it hits a collider on layer 9: “Obstacle”.
* Update the “Coins Collected” text on the menu HUD to display the correct coins collected from GameData.coinsCollectedOnRun.
* Instantiating and destroying the coins constantly isn’t too good for performance, especially on mobile devices. Utilise pooling instances to combat this issue.
* Create a pause button on the menu HUD, and link it up to the existing functionality in the appropriate script.
* The Resume button on the pause menu isn’t doing anything. Figure out what is going wrong and fix it.
* Change Godzillas material from diffuse to unlit.