

Porting programmer Test

Instructions:

The test consists in creating a small video game to show us your programming skills. Please consider that we **will evaluate your coding skills, attention to detail, how you will structure your solution and how you will use coding standards / design patterns**. Also how your scripts will use CPU will be important for us (specially wasted CPU)

Read the instructions below carefully. The result has to be provided in the following ways:

- Zip file containing the project source (or link to github, gitlab or similar)
- A zip file containing a build of your solution (for Windows).
- Small doc explaining a brief explanation of your test.

Guidelines and requirements:

1. You will have 48h to complete the test.
2. You can choose to use C++(and any graphic API) / Unity 2020.3 (using C#)
3. The game should include(at least) the following workflow: Splash -> Main Menu -> Game -> Game Results
4. The game should be your own implementation of a classic game (please choose your favourite from the list below):
 - a. Tetris
 - b. Pacman
 - c. Arkanoid (breakout)
 - d. Snake
 - e. Suggest us another one :)
5. Using coding assets from the Asset Store is completely forbidden (if using Unity).
6. The game should include at least the following components:
 - a. Input detection
 - b. Sprite animation (if in a Game Engine, use its system)
 - c. Background music + sound effects
 - d. Particle system
 - e. Use Raycast for collision detection (or if using C++ a physics engine integration is allowed).
7. The game should contain a win / lose condition.
8. Using code from other developers / internet is allowed. Copy without understanding the code is not.
9. If you have questions during the creation of your game feel free to ask. Questions are more than welcome.
10. Anything else you consider is needed to get a good game feeling, better user experience.