Unity Developer Test

This task is designed to assess your basic skills in using Unity for a simplified version of the Magic Tiles 3 game. It should take approximately 3-4 hours to complete.

Instructions:

1. Download and import the provided assets.
2. Complete the following tasks:

Task 1: Basic Gameplay (basic)

Develop a basic version of the Magic Tiles 3 gameplay (refer to the demo.mp4) following the specified requirements:

- Tiles fall along with background music.
- Allow the player to tap on the falling tiles to score points.
- Implement a scoring system that awards points based on the accuracy and speed of the player's tile taps.

Task 2: Additional Features (plus)

- (Optional) Implement a visual feedback system for successful tile taps, such as particle effects or animations.
- (Optional) Enhance the game with a beautiful and dynamic background to create a more engaging experience.

Technical Requirement:

Unity Version: Please use Unity 2021.3.xxx LTS (Long Term Support) version for this project. This ensures compatibility with our current development environment.

Evaluation Criteria:

- Functionality and completion of tasks (40%)
- Code quality, readability, and maintainability (30%)

- Creativity and implementation of additional features (20%)

Additional Notes:

- Feel free to be creative within the given scope.
- You are free to use any additional assets or scripts from the Unity Asset Store, as long as they are properly credited.
- Focus on delivering clean and well-structured code.
- If you have any questions, please do not hesitate to contact me via email at giang.nguyen@amanotes.com or on my phone at +84 356 151 516.

We look forward to reviewing your submission!