

1) Can the player run infinitely to the left or right, and obstacles will fall on the player, e.g. as in Subway Surfers, where the player has the ability to move on the left or right in a limited space? As in Subway Surfers, in the recruitment interview I would leave the freedom to move on the sides, unlike Subway Surfers, where there are 3 paths of movement)? And can the game have 3D models, or should they be 2D assets? The last question is because I would like to add graphics to the game, and there are simply more free 3D materials (such as Mixamo) than 2D.

Answer: In the context of the directions of the movement we are free, as long as the assumptions of the task will be fulfilled. Voluntariness in 2D/3D graphics

2) Do I understand correctly, is it mechanically similar to a subway surfer? I was a little bit confused by the side-scrolling begins from the future of a minabooks. These two mechanics as if they contradict each other when side-scrolling is based on walking until one is sideways, possibly sliding downhill.

Answer: Yes, the Subway Surfers game fulfills the assumptions of the task.

3) Should I add a graphic to the project, if I can use some kind of Internet, of course, taking into account the license?

Answer: The design of the task does not have to contain a complex assets, but it should be remembered that the design would be legible and possible to test in a simple way.