Create a 3d game prototype which uses level design, character movement and simple interactions to inspire a feeling of losing hope, and then regaining it.

The gameplay should be character centric, and the level should follow an emotional arc. We hope you'll take a different approach than we have in the past, and show us some of your personal taste and aesthetic sensibilities. We would like you to write any character controller code you need from scratch, with your choice of it being ground or flight centric. You should design a 3d layout that engages the player and shapes their feelings. Focus on rich moment to moment feedback, without relying on animation or other complex visuals. Both the world and the character can be relatively abstract and made from basic shapes such as cubes and spheres.

Our own goals for this test are:

(a) to get a sense for your ability to create emotion through 3d spatial design and basic character control, and

(b) assess your applied 3d math aptitude. If you want to, you may work in commercial engines like Unity. You can use any available pre-made non-script components. We will be reviewing your code, but measuring code quality isn't the point of the test. Avoid relying on any advanced engine features or 3rd party plug-ins such as nav-meshes or physical simulation. The deliverables will be the source file of the project, as well as a playable build. We prefer Mac build but if you can only do Windows that is ok.

You shouldn't spend more than a few solid days of work on the test. Please let us know if you have any questions, you're welcome to contact us as much as necessary for clarification purposes.