Art Test
UI Game Artist

Your name here

Overview

Thank you for applying to the position of UI Game Artist!

This role is an exciting opportunity within one of our casual game teams, requiring a versatile skill set and creative adaptability.
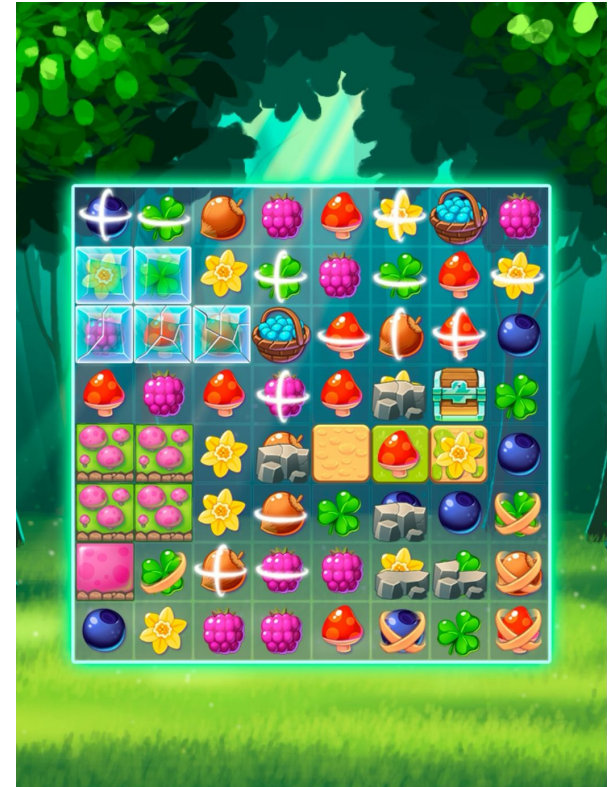
The test includes 2 tasks

- Task 1 : UI
- Task 2 : Animation

Magical Forest - Match 3 game

Task 1: UI

- The goal of task 1 is to examine your ability to create a unique, eye catching user interfaces for a casual game. We will be looking for a style that works with the Magical Forest themed match 3 game. A style which is contemporary, well balanced, and polished.

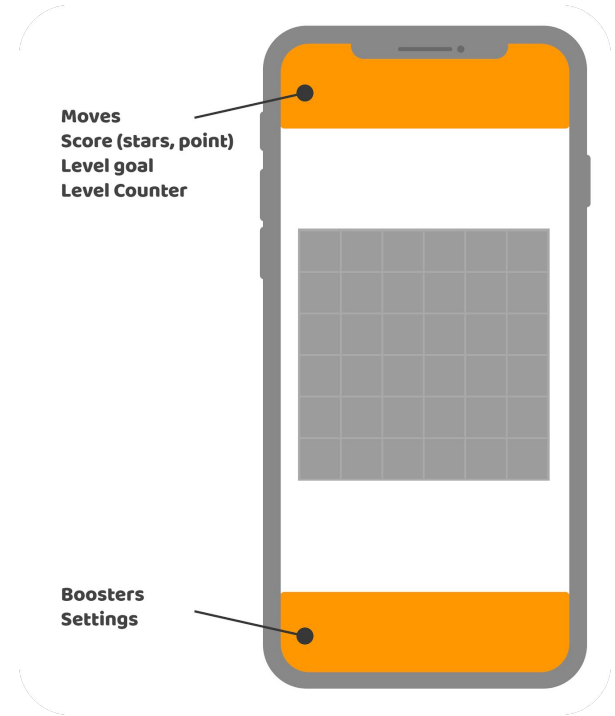- Task 1 should be designed for and on par with the image on the right

Task 1: UI

Design for iPhone 11 with screen resolution of 1125×2436 pixels (portrait mode)

Design the in-game UI which will include the following elements:

- Moves counter
- Score counter (star progress bar+ score points)
- Level goal section
- Level counter
- 3 Booster buttons + booster icons

Delivery:

- Workflow (How did you get there)
- Final Art

Moves
Score (stars, point)
Level goal
Level Counter

Boosters
Settings

Task 2: Animation

- Create a bouncing ball animation
- Add effects or characteristic at will

Delivery:
- Animated GIF
- Little workflow description (How did you get there, what tools did you use and why)

Thank you very much.

When you finish all tasks, please send us one single
PDF which will include all deliverables plus an
animated GIF for the animation.