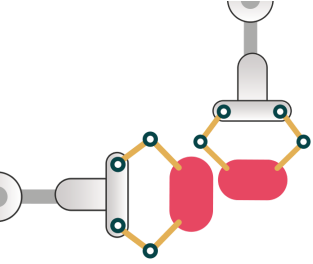




CrazyHUB Turkey Home Assignment

May 2021



Hello

CrazyLabs is launching the hyper-casual game development hub in India and we're happy you're interested in joining us!

First of all, we wanted to thank you for taking the time to complete this assignment.

Secondly, we know that you do not necessarily come from a hyper-causal background. ***Don't worry about that.*** We want to see your general approach, development capabilities, creativity and style.

So How Crazy Are You?

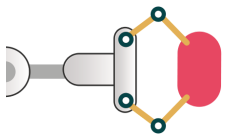
This assignment includes three parts, equally important:

- 1- Ideation,**
- 2- Prototype Assignment,**
- 3- Code review.**

Formalities

1. Please complete the assignment alone if you are applying for a single spot in the Hub, OR a team submission if you are part of a team (in which case please make sure you list all the teammates by names).
2. Please submit this assignment no later than **Monday, March 22nd, 2021.**

We will *not* send reminders - it's your responsibility to submit it on time.



3. Once you finish the assignment, please send it to CrazyHubs@crazylabs.com (And mention it's for CrazyHub India).
4. The home assignment is for non-commercial purposes.

Part 1 - Ideation

Please choose one 'life experience' and suggest how to gamify it. Feel free to choose any kind of experience that appeals to you. There is no *bad* choice here, we care about how you propose to turn this experience into a game concept.

Deliverable: a high level one-pager Pitch / GDD / HLD

* Do not pass the 2-page limit!

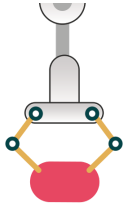
Example:

Please find at the end of this doc an addendum with a reference of how this deliverable should look like

Part 2 - Prototype Assignment

Create a rough game prototype based on the following brief:

- a. The player controls a character that moves forward, you can move the character left and right by sliding your finger.
- b. You can use whatever theme or gameplay elements you want beyond that - It can be an element / your character sliding down a tunnel, a cat chasing a mouse etc.



- c. The project *must* use 3D assets.
- d. Feel free to experiment with camera position, looks, animations etc.
- e. Make it interesting! Include variety in gameplay - Jumps, collectibles, obstacles etc.

Add an in-game debug menu, that will allow for changing core gameplay parameters of the game, like:

- Movement parameters
- Camera position parameters,
- Obstacle parameters etc. (the more the better)
- Feel free to include multiple presets to test.

Tips:

1. We recommend to **start by observing and playing games** with the requested style that dominate the top free mobile games charts. Examples are [Shortcut Run](#) by Voodoo and [Sushi Roll 3D](#) by SayGames
2. **Please note:** the Ideation part and the Prototype part **aren't** connected and they don't have to be based on the same idea.
3. **Browse some references for movement and control:** [Aquapark.io](#) and [Rolling sky](#).
4. Note that we're not looking for something like Subway Surfers or Temple Run.

5. We'll be checking your prototype on a samsung 9 or 10.
Make sure your apk file is compatible with these devices.

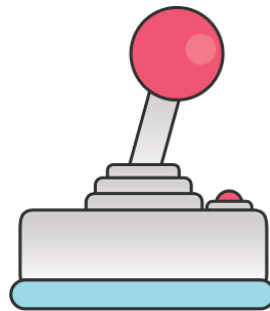
Deliverable: prototype.apk file

Please make sure the file name is as per this template name:
StudioName_PrototypeName_Date_Crazylabs.apk

Part 3 - Code Review of the Prototype

Deliverable: GitHub link

The code will be reviewed by the team via Github. Please make sure to send us **the Github link with the most updated version of your work.**



Thank you and good luck!

Crazyhubs@crazylabs.com

Addendum - The Game Pitch

Your game pitch should be short and include the following:

1. Short description of the game

- a. Game is about:
- b. The Special Sauce is:
- c. Wow moment will be:

2. Core mechanic and fun element

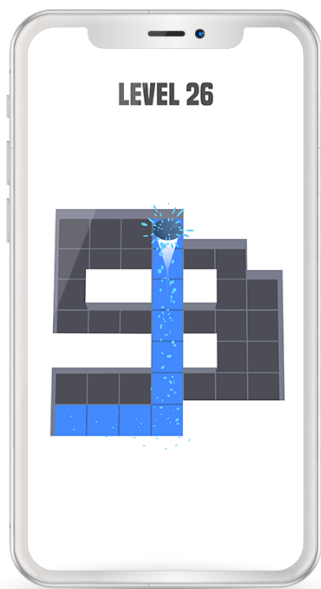
- a. The Player need to:
- b. If player complete a level:

3. Controls, lose/fail condition and progression

- a. The players control the ____ with ____ :

4. Art references

The art will look like: [Amaze's Example]



5. Game references

The gameplay will be like: [Acrylic Nails' Example]

