# Programming Test

For this test you will use Unity to create an example bonus round using the assets provided. We want to see your creativity as well as your ability to follow directions and the technical aspects of what you do. You are not required to use all of the assets, but please do not use additional assets other than those needed for the user interface (described below) or other minor graphics. Please do not use any code or assets from the Unity assets store or any third party.

You will only have a limited amount of time to complete the test. The test and all required elements are due 5 days after receipt on the test. Please make sure and return the test in a timely manner. If you are not able to fully complete the test, please return what you have finished and a description of what parts you were not able to complete.

# Application Description

When the program starts up it should start on a landing page consisting of a series of buttons that lets us pick which win sequence we want to see. The win sequences are below. Each button should be labeled in such a way that we can tell which button will show which sequence. Once a win sequence is selected, a new scene should be launched that will play the bonus round.

When the bonus round starts it should show us 7 different crabs that can be selected. When a crab is selected the application should show the next value from the win sequence selected on the start page. That value will be the win value for that crab once selected, and the crab will no longer be selectable. All win values must be shown in sequence.

Somewhere on the screen there needs to be a place that shows the accumulated win as the bonus round progresses.

If the user has not selected a crab after 20 seconds from the end of the last pick or from entering the scene, a random crab should be selected automatically from the remaining available crabs. After 10 seconds of not selecting a crab a countdown timer should be displayed unobtrusively on screen letting the player know how much time they have before a crab is automatically picked.

Once the last crab is selected or the crab wins zero dollars, the bonus round is over and the total win should be shown to the player. Once that is done the application will return to the start scene, allowing us to select another sequence to be displayed.

# Technical Requirements

* All communication between scenes should be done via an interface instead of with a class directly or with static variables. Communication should be set up so that if I wanted to I could provide an object inheriting from the interface and containing an arbitrary win sequence and the bonus round should work using that sequence.
* Must have exactly two scenes, one for selecting the sequence and one showing the bonus round.
* No matter which crab is selected, the next value from the sequence must be shown.
* The bonus round must always contain exactly 7 crabs.
* There must be no visual indicator as to how many crabs will win before the player finishes the bonus round.
* While one crab is being selected and that crab’s win is being displayed, you must not be able to select any other crab.
* You must put the bonus round in a separate scene from the one that allows us to select the win sequence to show.
* All coding must be done in C#.
* All values should be shown in dollars and cents.
* After pressing the button to select the win sequence, the game should be able to show the entire bonus round without needing further input from the user (see the auto pick information from the description).

# Sequences

* $5, $0
* $7, $2, $0
* $9, $2, $3, $0
* $2, $6, $4, $1, $0
* $8, $2, $5, $4, $7, $0
* $7, $4, $8, $3, $9, $1, $3

# What to Return

Please return a zip file containing the following items:

1. A fully compiled and playable version of the bonus round.
2. A copy of your unity project, including all code and assets used.
3. A text file specifying which version of Unity you used, along with any additional details you think we’ll need to review your test.