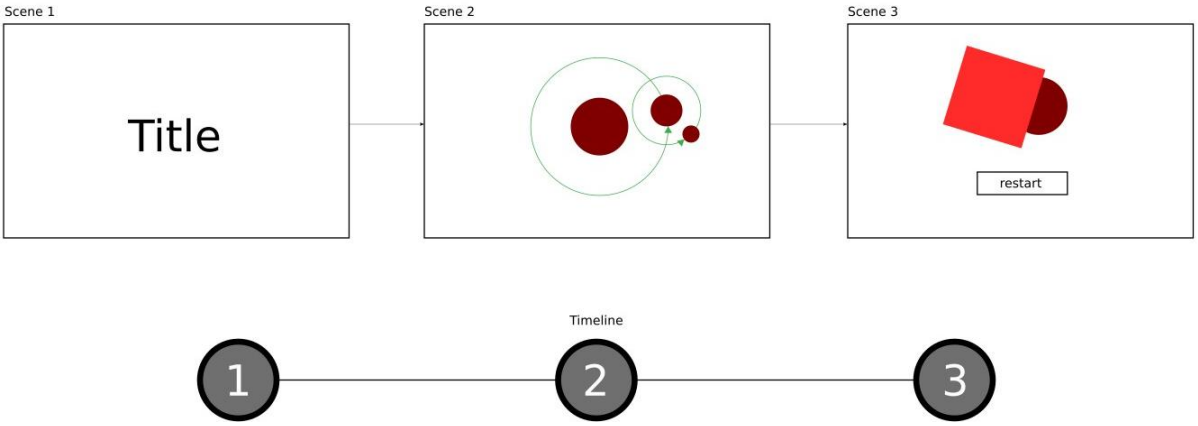
Unity Developer Test



Goal

The goal is to show analytical thinking and experience in software architecture and general Coding Principles. It's not important to have a fully working implementation of the scenario.

Description

The app consists of 3 scenes. A timeline, that is visible at all time allows the user to navigate between these scenes and shows which scene the user is currently in. Transitioning between scenes should be seamless (no jumps).

In Scene 1 a Title fades in.

In Scene 2 three spheres rotate around each other. The User can select any of the spheres. When pressing a sphere, a transition will start: The remaining spheres fade out and the pressed sphere moves to the Center of Scene 3.

Scene 3 shows the selected Sphere with additional GameObjects (can be anything) that fade in. A Button allows restarting at Scene 1.

Tasks

- Implement this scenario in a modular and generic way (e.g. adding extra spheres without much editing of the previous code) with seamless transitions between the scenes. *Seamless* means that the objects don't suddenly disappear. The solution should be reusable for different scenarios/apps.
- Block out the main architecture of your solution with necessary comments in code. (Classes with the most important Fields/Properties and method declarations).
- Implement the methods in a way that you consider to be clean code.

Questions

- How would you implement this scenario? (Answer in text).
- What are the challenges you've faced? (Answer in text).