



## VERTIGO GAMES GAME DEVELOPER DEMO

Play “Card game” in Critical Strike to understand instructions clearly.

You will use the provided UI assets for visual implementation of the game.

You are going to develop a wheel of fortune game. Here’s how it works:

- Instead of selecting cards the player will spin the wheel.
- At every zone, player spin the wheel includes multiple rewards and the bomb.
- One of the slices is bomb that will take all the rewards that you’ve collected till that point while other slices are rewards that get better every zone
- Every 5th zone is a safe zone: risk-free silver spin without bomb.
- Every 30th zone is a super zone: risk-free golden spin with special rewards and without bomb.

In other words, it’s a game of gambling. If the player chooses to spin the wheel there is a chance to increase the reward they will receive and a chance to lose it all. Before spinning the wheel, the player has a chance to walk away and take all the rewards they received till that point.

Getting the bomb ends player's progress and takes away all of the prizes collected till that point - unless the player pays premium currency. This feature is not needed for demo, for game over state, restart option would be okay.

- Content of slices of each wheel should also be changeable from the editor.
- Game designer should easily edit prize content and drop rates.

Your project will be reviewed on these conditions:

- Proper working .apk file uploaded to Github as release file
- Reusable, maintainable, scalable and easy testable codebase - SOLID
- Using OOP principles and concepts
- Lean and reusable Unity UI hierarchy compatible with different aspects: 20:9 16:9 4:3

## Technical Details

- The “Expand” option should be selected over “Screen Match Mode” (Image 1) for each canvas.
- While naming a changeable UI element (Image 2), the name of such element should end with “\_value”.
- Namings in the Project should be from “general” to “specific” like: “ui\_button\_create\_squad” (Image 2).
- “RaycastTarget - Maskable” should be disabled for unnecessary image components (Image 3).
- Image Type should be sliced as much as possible (Image 3,4).
- Pixels Per Unit Multiplier should not be changed from the default (Image 3).
- UI animators should not be in root transform. Each Game Object should have its own animator.
- Anchors and pivots should be correct to avoid UI issues for other aspect ratios.
- Button references should be automatically set from “OnValidate” in MonoBehaviour.
- Do not use Unity OnClick (Image 5) or event references from Editor Inspector.

**Pluses:** Proper usage of Scriptable objects, Dotween, Sprite Atlas, Addressables

Use Unity 2021 LTS, send the public Github link of the project

The deadline is 7 days. As we do not have military rules, if there is any unexpected situation, please inform us.