Game Developer
Case

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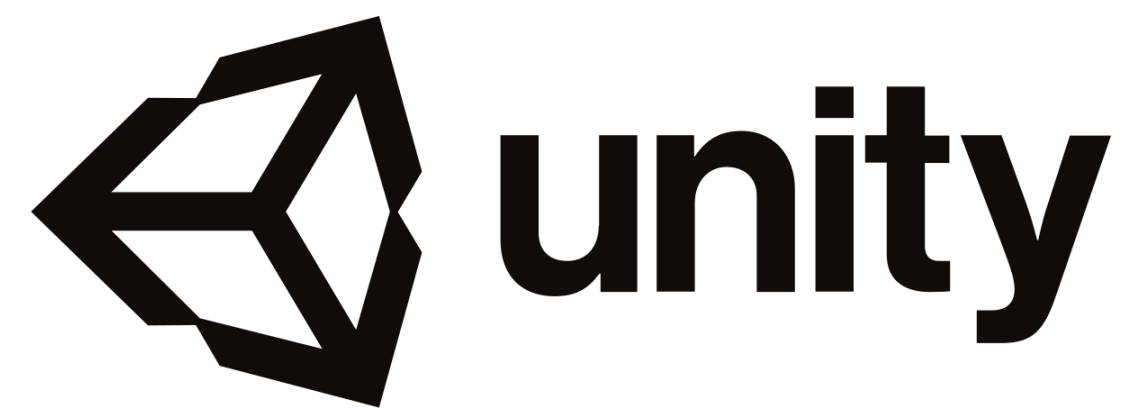
Please develop a game with following descriptions on Unity and set up its architecture

Reference Video

https://youtu.be/4GwamF3710Q

Reference Game

https://apps.apple.com/us/app/picker-3d/id1462317543 (iOS)

https://play.google.com/store/apps/details?id=com.ponyom.collect&hl=en (Android)

Required Unity Version: 2019.4.30f

Architecture Steps

– Start Screen (start)
– Play Screen (gameplay)
– End Game Screen (complete)

Start Screen

– Wait for input with tap to start script
– Game starts when input is given

Game Screen

– Player collects and carries objects with a tool to end of the game in an infinite platform like the reference
– Levels are shown with an indicator such as level 1, level 2
– Player can continue where the game is left when game restarts
– Game has at least 10+ levels and then continues to infinity in a random order
– Levels gets harder

Game Over Screen

– If player reaches the designated number of collected objects, a button appears tp proceed to the next level
– If player can not reach the designated number of collected objects, a button appears to replay same level.

Level Editor Scene

– New Levels can be added from the editor scene.
– Old levels can be updated from the editor scene.
– 3+ different objects could be added or deleted from the editor scene.
– Level objects' positions and rotations could be updated.
– Level complete counts can be editable from the editor scene.