**Candidate Name: Animesh Jha**

**Submission Date: 24th April 2020**

**IDE: Visual Studio 2019, Community Edition, Unity Version: 2019.2.14f**

**Gameplay Considerations:**

* Player exit scenario is only applied for Human player, not for AI bots.
* Game over instructions were does not mention if AI players can exit mid game, hence Player exit implemented.

**Readability:**

* Ternary Operator [ ? ] not used to improve readability.

**Players:**

* “Maniac” is an Aggressive player, he will usually bet on higher amounts viz. 50-100
* “Scrooge” is a Conservative player, he will usually bet on lower amounts viz. 10-20
* Both AI behavior applies to their bet increments too.

**Art considerations:**

* Use of complementary color scheme: Red / Green
* Variable names on scripts align with variable names in Scene.
* UI Elements are always anchored to the closest screen point or within an encompassing Panel element.
* Mip-map’s are generated for all used Sprite Elements.

**Debug Notes/Considerations:**

* Exception made to design for “Debug panel” for forced dice moves, it will not simulate a physical dice, just push the required dice number to current play.
* Whenever debug is on, Dice and Debug panel should sync on color to make the user realize over-ride of value
* Some Debug statements are left intentionally to show flow of gameplay.

**Game Over Condition:**

When someone loses the game its not clear where does the money go, hence it is given to the house.

**Time Management:**

**I did not get enough time to test the project/optimize for coding standard/split classes as I was forced to submit end of day Friday (PST). I wanted to spend more time to get it to my satisfaction. I had missed adding this file to the original submission given to the recruiting agency hence adding it again.**

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| Task | Time |
| Programming and Development:   * Architectural Pattern * Class composition * Scene and Project Setup * Debugging | 75% |
| Art:   * 2D assets (UI, Textures) * Button States * Shaders FX | 20% |
| Optimization & Testing | 5% |