Task

The Task requires creating a demo for a game to assess your skills in core gameplay implementation and code architecture, similar to the one in the provided link to assess your skills.

The demo should include the following specifications:

The player runs a small coffee cart and must collect beans, process them into a coffee machine, and serve customers & collect coins.

1. Develop a simple player controller for a character confined to a small play area.
2. **Resource Area:** There is a spot with an infinite supply of Coffee Beans.
3. **Player Collection & Stacking:** The player character moves to the Resource Area to pick up beans. The player can stack a maximum of 3 bags of beans at a time (visualize this by stacking on the character's back).
4. **Machine Interaction:** The player takes the beans to a **Coffee Machine**. Interacting with the machine places one bag of beans inside and starts a short "processing" timer.
5. **Product Collection:** Once processing is complete, a **Cup of Coffee** appears on the machine's counter. The player can then pick it up.
6. **Customer AI:** A customer (a simple capsule or stickman) waits at a designated **Serving Counter**.
7. **Delivery & Reward:** The player brings the Cup of Coffee to the customer. Upon delivery, the customer disappears, and **money/currency** visibly flies from the customer to the score display on the UI. A new customer should then appear at the counter.

Requirements

1. Submit a link to a public Git repository containing the complete Unity project.
2. Provide APK and a short gameplay video that showcases the complete gameplay.
3. You can use normal stickman characters, default cubes, and basic UI for the environment and designs.
4. Write clean, organised, and optimised code, with a strong emphasis on good architecture.
5. No need to create a complete game, just a demo showcasing all requested functionalities.

Test duration: 1 Day.

Do not hesitate to let us know if you need any further clarification or assistance with this assignment.

Good luck!