



Unity 3D Developer

1. DESCRIPTION

- As a Unity developer your task is to create a simple survival game (2D or 3D) with a map size of 100x100 meters.
- You can use many of the free assets from the Unity asset store.
- Only 2D & 3D assets, native Unity systems and components are allowed, everything else should be coded by yourself.

2. INSTRUCTIONS - Game should contain the following:

- A character with the basic movement controls (Animated character from the asset store with your animation controller is a plus).
- Some survival game elements based on your imagination and experience.
- Add some form of NPC's (Non Playable Characters).
- Some basic interactions with the NPC's.
- Save & load system (last player position and health).

3. RECOMMENDATIONS

- Use the Unity Navigation System, or your own A* Algorithm for moving the NPC.
- Use the Unity Animator System if your character contains animations.
- Show us some creativity with Unity Terrain if used.
- Use some optimization techniques.
- Try to use some other ways for saving and loading data, other than PlayerPrefs or Binary Serialization.

These are the minimum requirements needed for this task, your proficiency level will be graded based on Unity practices which you will be using.

After completion, please send us your project solution via zip file or github link to your project(recommended).