Unity Developer Test

Puzzle Game

Objective

Develop a puzzle game inspired by "Loop Energy" where players connect grid nodes.

[Google Play Link](#)
[Apple App Store Link](#)

Requirements

1. Game Mechanics

- Tap to rotate nodes and connect them on a grid.
- On level completion, lines should illuminate or provide visual feedback.

2. Features

- Level progress and score saving.
- Levels menu: Locked and unlocked stages.
- High responsiveness to inputs.
- Particle effects, camera shake, etc. for enhancing player experience.
- Prepared for Android.

3. Presentation

- Asset and audio quality isn't the focus, but their incorporation is. How assets are used will be assessed.

4. Coding & Documentation

- Succinct and readable code.
- Moderate internal documentation. Follow the [given convention](#).

5. Organization

- Logical folder structure.
- Use Unity Canvas for stable Game UI across portrait screen formats.

6. Version Control

- Commit to a repository regularly.
- Maintain a logical and clear commit history.

Submission

- APK of the game.
- Link to the online repository.
- A brief overview: What you did, how the project works, and key game features.
- Everything by email for hr@infinitygames.io

Good luck!