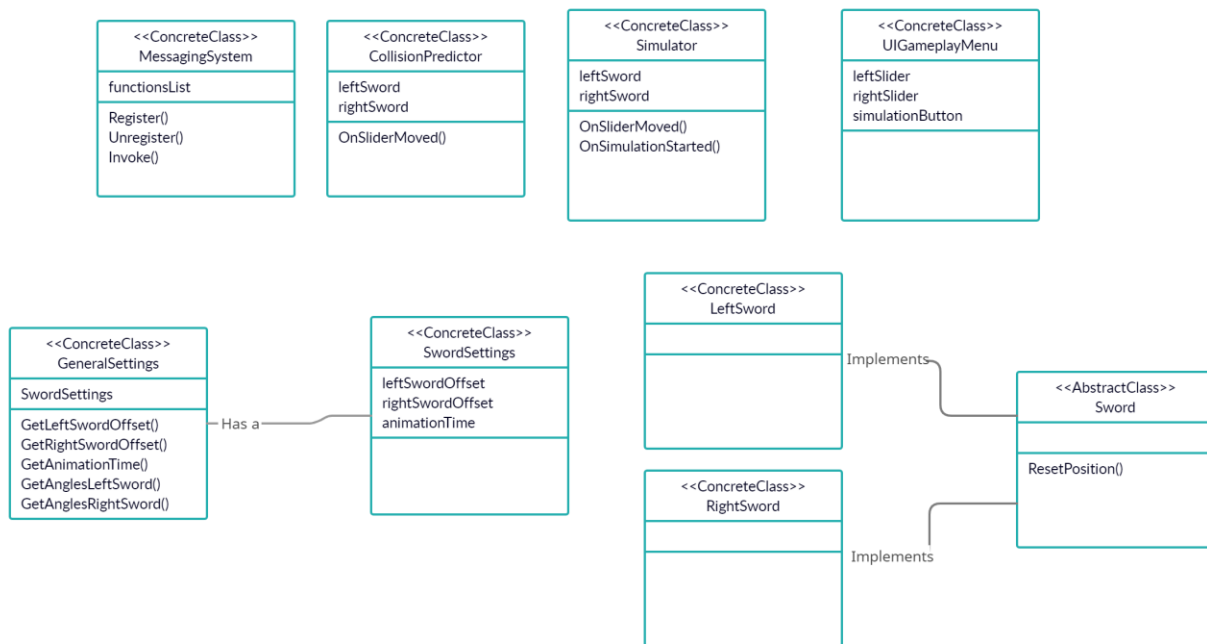


Research Time – 1 hour

The game will work around the OOP Observer pattern, using a custom made messaging system. Classes can register/unregister to events triggered using the messaging system.

Execution time : 3 hours



**UIGameplayMenu** : Will handle the ui elements

**CollisionPredictor**: Detects when a collision is happening

**Simulator**: Makes the swords rotate to a specific angle

**LeftSword, RightSword** : Are open to extension

## For Designers

Inside the project you will find a Sword Settings scriptable object that handles the settings of the game. Inside you will find:

- Offsets for both swords
- A time setting for how fast the simulation animates
- Min and Max angles for both swords

I provided a debug toggle in the top left of the game screen. You can use it to visualize the angles of the swords without pressing the “Simulate Button”

