

Test Task

You need to develop a prototype for a digital roll-and-move tabletop game for kids.

We provide some basic assets for this task, but you are free to use any alternatives you see fit.

You have absolute freedom in how to complete this task. You may use any plugins and tools or assets. If you have any issues regarding the task you may resolve them as you see fit. Being creative is highly appreciated!

The end result of the task should contain the following:

- A link to an archive containing project build (for Windows).
- A link to a repository with the source code.

It is not strictly required to fulfill all the requirements for the task, but it is important for your prototype to be playable and testable.

Description

- Several players can participate in the game. The number of players and their names are set at the beginning of the game.
- The goal of the game for each player is to move their token to the finish line first.
- A path for players to complete consists of several blocks successively connected with each other.
- A path contains several bonus and fail sectors:
 - When a player stops on a bonus sector, they immediately gain another turn.
 - When a player stops on a fail sector, they are pushed back for 3 blocks.
- Each player is represented by their unique token.
- Each player takes their turn in order.
- On their turn each player rolls a dice and moves their token according to the result.
- The game is finished when all players reach the finish line.
- When the game is finished a statistics window should appear with the following information:

Place	Player name	Turns	Bonus sectors	Fail sectors

Link to shared assets*:

https://drive.google.com/file/d/1UL-4Z5YBIUfS-5U2DrG5RfbAJf4pb5iy/view?usp=share_link

** Pay attention that we do not provide all the necessary assets, you should create/look for the remaining ones yourself.*

Examples of similar existing tabletop games



