

Junior Unity Developer Test Case:

Task: Simple 3D Game

Create the following simple 3D game according to the specified requirements.

1. **Scenario:**

- The user will control a character in a maze.
- The user must navigate the character to reach the goal within the maze.
- The maze should have obstacles, and the user must avoid them.
- When the user reaches the goal, display a "Congratulations!" message.

2. **Requirements:**

- Build a simple maze using Unity 3D.
- Allow the user to control the character using keyboard inputs.
- Display a congratulatory message when the user reaches the goal.
- Check for collisions with obstacles and, if necessary, reset the character to the starting point.

3. **Evaluation Criteria:**

- Fundamental game programming skills.
- Git Usage (Please attach your public repo link)
- Understanding of basic 3D features in Unity.
- Code readability and organization.