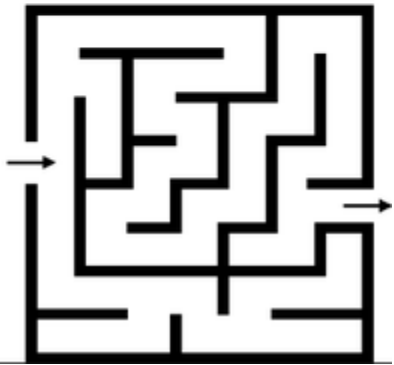
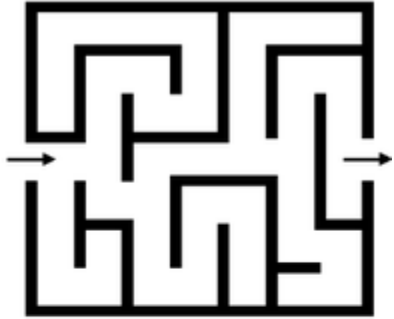


EyeClick Test - Unity Developer (2018)

Maze Running Game Challenge

Player vs AI in a maze running, who get out of the maze will win the game.

I. Game Content



MAZE: auto-generated maze

CHARACTER: 2 balls on the screen, red ball is the player, blue ball is the computer (AI)

CONTROLLER: by mouse

II. Game Rule

1. The game has at least 2 levels (equal with 2 mazes).
2. The game is 3D with a top-down view.
3. The Player can change the camera position for 2 other different points of view by your choice.
4. The Player controls the Red ball by select the point in the maze, and the ball keeps follow that (like you control your character in Dota game).
5. The Blue ball will move automatically based on the AI.
6. The level is finished when any ball gets out of the maze by reaching FINISH point.
7. When the level finish, announce the winner and move to the next maze.

III. HUD

1. The score of the player (Red Ball) / Score of the computer (Blue Ball)
2. Current level number (Maze number)

IV. NOTICE

- Solve the requirement by the algorithm

NOT ALLOW

Becarefull, we do not want you eliminated by surprise

1. NOT ALLOW using any line of code on the internet.
2. UNDO bugs, we totally cannot play the game.
3. TOTALLY making a game different with the test requirement.

ALLOW

1. You can use any art asset on the internet / Asset Store such as (picture, model, texture, sound)
2. You are allowed to use default library from Unity

Good Luck! Looking forward to having your best test !