Miniclip Challenge: Junior Software Developer
MiniShootingRace

Create a version of the Basketball Stars™ Shooting Race gameplay (please see the reference: http://www.miniclip.com/games/basketball-stars/)
The gameplay consists in scoring as much points as possible by shooting the ball from a sequence of different positions on the court, in a certain time (i.e. 60 seconds).

The delivery consists in an archive file (name-surname.zip) containing the Unity project: only “Assets” and “Project Settings” folders, and the executable package (PC or Mac).

The project must use **Unity 2021.3.4f1** (https://unity3d.com/get-unity/download/archive).
All the code must be written in C#.

Mandatory features:

- Single player gameplay (no animated character is required).
- Camera movements.
- Mouse input.
- Mobile version with touch input. (please include the Android APK in the archive file you will deliver. If you do not have any android device you can use the emulator with Android Studio)
- Basic score system: 3 points for perfect shots, 2 points for others.
- Backboard bonus: sometime the backboard blink and give you 4 or 5 point if you touch it before scoring.
- Basic UI start page, ingame, reward page.

Optional features (in order of importance):

1. AI controlled player that compete against you at the same shooting gameplay.
2. Fireball gameplay: by scoring points your energy bar gets filled, once full your ball is on fire and all points are doubled for a certain amount of time (indicated by the same bar emptying) or until you miss a point.
3. Special effects.
4. Sound effects.

Your work will be evaluated by considering following aspects:

1. Quality and completeness of the resulting project (all mandatory features).
2. Quality of the code delivered.
3. Feel and smoothness of Input and gameplay.
4. Number and quality of the optional features implemented, if any.
5. You can use asset found online or from asset store, for both 2D and 3D graphics

You have two weeks from now. Good Luck!