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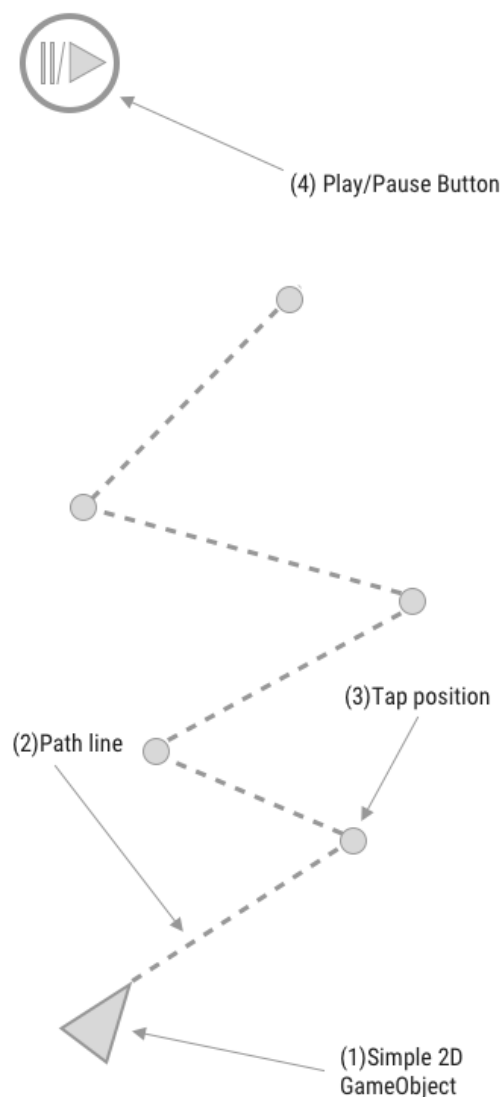
TEST TASK

A game for the iOS or Android mobile platform

Create the game according to the mechanics given below:

- After the clicks the **points (3)** appear on the map and the **simple object (1)** moves to these points one by one.
- After reaching the goal (the point), the point should be destroyed and the object continues to move to another point.
- The object should be looking in the direction of movement.
- Draw the **trajectory of the movement (2)** of the simple object(you can use not exactly doted line)
- When you press the **play/pause button (4)**, the object should stop where it is, and when you press this button again, the object has to continue moving.
- The app must be run in play mode Unity Editor 2019.3. ++
- The application must be built for Android or iOS platforms.
- Choose any convenient way to implement the task.
- You must provide the code as a link to the repository (GitHub, Bitbucket, GitLab and etc.)

(4) Play/Pause Button

(3)Tap position

(2)Path line

(1)Simple 2D GameObject

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Qualium Systems is a high-end software development company creating web and mobile applications for digital agencies, startups, and enterprises. We provide our clients with a complete cycle of software production: detailed business research, technical analysis, QA testing, further updating and support.

jobs@qualium-systems.com

www.qualium-systems.com