



In this case, you will develop the gameplay of one of our games, Color Blocks 3D.

We advise you to play the game first (at least the first 20 levels) to understand the mechanics. You can play the game on Android and iOS platforms using the following links:

- Android: <https://play.google.com/store/apps/details?id=com.bonnie.colorblocks3d>
- iOS: <https://apps.apple.com/tr/app/color-blocks-3d-slide-puzzle/id6451383609>

While implementing the game, consider the following:

- We expect you to implement the gameplay using Unity (whichever version you like).
- You're only responsible for the gameplay scene.
- We do not expect to see any UI, except the text that simply shows the current level number and remaining move count.
- You should implement the win and move limit-caused fail states.
- You can use any third-party library to ease development.
- You should use the assets given in the .zip file, which contains:
 - Models for blocks and exit gates
 - Textures for blocks
 - Level .json files containing data for 4 levels (refer to the guideline for .json structure)
- You can use Unity default objects in place of any assets not provided.
- Visual improvements (such as masking the blocks while passing through gates, particles, animations, etc.) are not mandatory but encouraged.

We will evaluate the case according to following criteria:

- Completeness
- Extensibility
- Code readability
- Project structure