Programming test Unity:

Please use Unity 2017 or newer!

 - create simple level in Unity using simple objects (plane, cube, etc)
 - level should have corridor, stairs, moving platform and abyss
 - create player (simple box is fine), with smooth movement, jump and accelerate
 - player entity should not be able to fall off from level, but can jump out
 - player should move with WSAD keys (forward/ backward/ strafe)
 - player should be able to rotate with mouse
 - player should be able to jump with Space key
 - there should be a special power up on the level which grants +50% boost to speed and jump height for several seconds
 - there should be second power up on the level which increases damage dealt by player`s weapon
 - create simple ui which shows player state eg. moving, jumping, etc

 - player has 2 weapons
 - first weapon is activated by pressing LMB and shoots small but fast bullets and deals 25HP Damage
 - second weapon is activated by pressing RMB and shoots bigger and slower bullets but deals 125HP Splash Damage

 - there are 2 types of enemies on level
 - first one has 200HP, and second one 500HP (they don`t have to move)
 - enemies should change color depending on their HP, 100% - green, 50% - yellow, 0% - red and dead :)

 - using nav mesh is prohibited
 - using singletons/ static classes/ global objects is prohibited
 - using Unity`s character controller is prohibited

* Bonus (not mandatory)
 - add new functionalities eg. flying, crouching without modyfing player entity class
 - make enemies move (simple wander is enough)

Solved test should contain:
 - all mandatory projects files needed to run project on our end (Assets folder should not exceed 20MB)
 - PC build
 - everything should be zipped together and send to us via wetransfer