



Unity Programmer Task

We appreciate your interest in Blue Gravity Studios and your enthusiasm for our upcoming projects! As part of our interview process, we assign a task to assess the participant's skills, creativity, and compatibility with our dynamic team. Team building is fundamental to our values, and we are seeking developers who bring exceptional ideas and seamlessly integrate with our team.

We look forward to seeing how your talents can enhance our team and shape the future of our game projects!

Introduction

We appreciate your interest in participating in this programming interview task. This assignment should be completed within **48 hours** of receiving these instructions, allowing for a fair evaluation of all candidates.

If you require an extension beyond the initial 48 hours, please notify us in advance. Keep in mind that the assessment considers development time, so only request additional time if you are confident it will significantly improve the end result.

The primary objectives of this task are to evaluate the candidate's abilities in the following areas:

- Unity and C# (Project must be developed using Unity version 2022.3.25.f1)
- Code organization and file structuring
- Comprehension of game design and aesthetics
- Adherence to schedule
- Ability to complete tasks with open-ended instructions

The intentionally open-ended instructions provide creative freedom, enabling us to identify candidates who are better suited for LSW.

💡 For this specific interview, it is crucial to consider both design and aesthetics in addition to the playability of the prototype you create. Although this is primarily a programming test, we value programmers with a basic understanding of game design and art aesthetics, given the indie nature of Little Sim World. Ensure that your prototype reflects attention to all aspects, not just the code.

Rest assured that none of your work, concepts, or code produced during the interview stage will be used in Little Sim World.

Interview Task

Before you begin, ensure that the prototype is designed in 2D, as 3D designs and prototypes are not relevant to this interview. Both the executable and Unity project should be available on GitHub for review.

- Create a functional clothes shop within a simulation game reminiscent of 'The Sims' and 'Stardew Valley,' featuring a top-down view similar to Stardew Valley. The player character should be capable of walking and interacting with the game world
- Required features:
 1. Shopkeeper interaction
 2. Buying/selling items
 3. Item icons
 4. Item prices
 5. Ability to equip purchased outfits, visible on the character
- Design a suitable UI for the prototype
- Utilize either pre-made art assets or create your own for this task
- If using pre-written code from other projects, clearly specify the sections implemented during the interview, as we want to understand what was created during the interview period

- Utilize GitHub for the interview, making incremental commits during development instead of one large commit at the end.
- The game should be executable and uploaded to GitHub for easy playtesting. Ensure that the GitHub link is set to public, not private. Additionally, please send a zipped copy of the .exe file to the specified email address provided at the bottom. Name the file as '**YOUR NAME_BGS TASK**'.
- Provide a 300-word document explaining the system, your thought process during the interview, and a personal assessment of your performance. Attach this document as a PDF on GitHub.
- Aim to deliver the highest quality game possible, as quality is a priority for our team. Thoroughly playtest the game before submission.

Once completed, send the link to the interviewer and email it to careers@gravity.blue

💡 As an additional resource, we have included some **optional assets** for you to use if needed. You can find it at them on these links:

2D Mega Pack, made by "Brackeys":

<https://assetstore.unity.com/packages/2d/free-2d-mega-pack-177430>

Character Base, made by "Seliel the Shaper":

<https://seliel-the-shaper.itch.io/character-base>

Mighty Heroes (Rogue) 2D Fantasy Characters Pack, made by "Leaidan":

<https://assetstore.unity.com/packages/2d/characters/mighty-heroes-rogue-2d-fantasy-characters-pack-85770>

🔗 Within the next few days, we will provide feedback along with the results. We wish you the best of luck and encourage you to enjoy the process!

