



Test Intern Developer

The goal of this test is to:

- Check the different area of development the candidate can perform.
- The quality of the code

For this test, the candidate will create a Memory game in Unity.

The game consists of 6 pairs of identical cards shuffled and placed face down into a 4x3 board.

The player can click on any card to reveal it.

When a second card is revealed:

- If it is identical to the first card revealed, they are removed from the board.
- If it is not identical to the first card, both cards are turned face down

The game ends when all cards have been removed from the game.

The game should contain the following flow:

- A start screen with a title and "New Game" Button that leads to the main game.
- The main game – that leads to the end screen when the game enters the end state.
- An end game screen with a message declaring the player has won and a button to go back to the main menu.

All interfaces should be using the Canvas (uGUI) system of Unity.

As an option, the candidate can add a top 10 high score screen based on time spent to finish the game.

Graphical asset of the game has no importance and simple colors can also be used to identify similar cards.

The project should be coded in C# using Unity 5 or 2017.

The code should be submitted in a zip file that only include the Asset folder.