

Wormhole Labs Unity Test Project

Create a small iOS or Android Angry Birds Style game, with a simple UI and two levels. Goal of the game is to break Objective Blocks that are surrounded by unbreakable and breakable blocks. All the blocks should have physics enabled on them.

Requirements:

- Gameplay elements:
 - Launcher,
 - Ball (The angry bird)
 - Unbreakable Blocks, Breakable Blocks, Breakable Objective Blocks.
- Gamestates
- Simple graphics made from colored cubes without textures
- Full game loop. Win, lose, and be able to reset.
- Two levels.
- UI: Score, Lives, and current level. Buttons for starting and resetting games.

Infrastructure & code management

- Unity 2020
- Host project on github
- Stage and commit often. We want to see your progress over time.

Bonus:

- Particle effects
- Sound effects
- Extra levels
- Detailed models and textures