Learning Yogi

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Game Developer Assignment

Objective:

Please develop a Unity 2D, side scrolling, endless running game. You have 24 hours to work on this assignment.

Requirements:

1. The game should have only one control - if the player taps anywhere on the screen, the character will jump to avoid collision with an obstacle (Character animation necessary).
2. If the character collides with the obstacle, the game should end (after playing some kind of animation with sound) and should show a score screen.
3. The score screen should show the "High Score", the "Current Score" and should have a "Retry" button which should allow the player to re-play the game.

What your assignment will be judged on:

1. The quality and elegance of your code
2. Whether or not you have followed proper coding standards

Note: You can use any images available on the Internet for this assignment.