# Recruitment Test for Position: CTO: Unity3D Senior Developer

The following test has been designed to measure 5 different components:

* Advanced software engineering concepts such as object oriented programming, MVVM, inheritance, interfaces, encapsulation, generics, delegates, multi-threading, unit testing etc.
* Attention to details in general and code quality (Backend and front-end)
* Comprehension and retention of received instructions by email
* Ability to learn new concepts
* Your management skills showing you are able to take decisions, ask when needed and plan your daily tasks

**Please read this test completely before you start.**   
Follow all instructions described in the 5 points below.

Good luck!

### **DISC test:** Please take this [Personal Strengths Profile test](http://www.tonyrobbins.com/ue/disc-profile.php) and send your result to carolina@liv.it as soon as you complete it. Please type as well your own results below.

|  |  |
| --- | --- |
| DISC Values |  |
| **Decisive** | **42** |
| **Interactive** | **53** |
| **Stability** | **63** |
| **Cautious** | **77** |
| **Aesthetics** | **35** |
| **Economic** | **25** |
| **Individualistic** | **55** |
| **Political** | **73** |
| **Altruistic** | **45** |
| **Regulatory** | **50** |
| **Theoretical** | **70** |

### **Development task:** We would like you to develop a small, clean and very organized Point n’ Click Game with Unity3D using C#. Keep it simple and short, but show your strengths.

### The game needs to have these features:

* + Inventory System
  + Save and Load

The game needs to follow these requirements:

* + MVVM or MVC architecture
  + Scalable Level design using XML as model

Provide below a brief and clear explanation (max 200 words) of how you solved this task, you can reference your code comments, the architecture, components and sources you used etc.

**I wanted to display a wide range of programming methodologies and steps I like to take while developing applications. I have written a Game Design document to help me in the process of developing the game.**

**I have implemented all the required features and requirements in addition to build a Maya Level Exporter that can export all level information in XML so it can be read by the code and loaded on the fly inside Unity.**

**The code structure allows for reuse and extensibility of the game.**

**No external code was used to demonstrate coding capabilities without the use of external libraries.**

### **Bonus Task:** If you have more time before the deadline, complete as many as possible of the following 3 small tasks:

* A unit test method using NUnit as a unit-testing framework.
* Make your application able to run in webplayer and Android/iOS

[Click to type your response]

### **Delivery:** Please upload your client application to a GitHub repository. Provide an easy way to follow the commits tree by creating clear commit messages. Make sure the application compiles and includes all references and external modules.

The result should be sent 3 days after you started at midnight (homeland time zone) by email. The email should include this word document saved as pdf with your responses and the GitHub repository link of your result.

### **Questions:** When working independently, it is good to ask things you want to clarify before making mistakes as well as to take decisions when we are sure about the answer. If you have any questions or need clarification**, you are always welcome to ask** Aditya Yuwono ([aditya@labster.com](mailto:aditya@labster.com)) and Michael Bodekaer (michael@labster.com).