

KOLIBRI

G a m e s

REINVENTING **IDLE.**

Unity Developer

Do at home task



We're happy you want to join our team!

This task is part of our recruiting process where you can show us your best problem solving and coding skills.

Here at Kolibri developers take full ownership of entire features. We don't tell you what to do since you are the expert. We assume you know best and will do a great job of implementing the features.

In this task you will be working on a very broken-down example version of Idle Miner Tycoon. You will implement a core feature and present it to us in the next step.



Unity Developer

Do at home task



When you open the attached Unity Project, you will see that the current version of the game is very simple. Currently it only supports one mine and does not persist your state after stopping the game.

Your task now is to implement the functionality for players to switch mines. This feature will enable players to enjoy more content, and the addition of a nice panel will make the game feel more polished.

You can find an interactable mockup [here](#).



Unity Developer

Do at home task



Requirements

- It's possible to start a second mine
- It's possible to switch back and forth between both mines
- When switching to a mine, it must be possible to continue from the last state
 - The same amount of “money” is still available as before in the mine
 - The amount of mine shafts unlocked is still the same as before
 - The upgrade levels are still the same as before
- The button and panel are implemented according to the mockup including animations ([interactable mockup](#))
 - Pay attention to how the Panel appears on screen and how the buttons animate when pressing (for example press and hold the buttons in the mine selection panel)
 - You can find all needed assets in the AssetPack.zip located in the root of the Asset folder

Unity Developer



Idle Miner Tycoon Terms

This is the **Elevator**. It transports money from the shafts upwards

This whole frame is referred to as a **Mine**



The **Warehouse** gathers money from the elevator and deposits it right into your account.

Mine Shafts mine resources and convert them to money

Unity Developer

Submission



You have one week of time to complete this task. Once you are done, please zip the project and send it back to us at felix.deimel@kolibrigames.com and alina.cuceu@kolibrigames.com.

Please include the whole Unity project as well as a **short readme** outlining your **thought process** and any things you might want to point out about your solution.

If you have any questions, please feel free to reach out to us at any point.

Unity Developer

Presentation



During the next interview you will present your work and explain your implementation and decisions.

Start by showing us how the feature works in the editor, show us any changes you did to assets and then talk us through your code and elaborate on your solution. Try to keep your presentation part within 15m. We will then ask questions and discuss some topics regarding your decisions and scalability with you.

There is not one correct answer but rather a lot of ways you can tackle the problem. We believe you are the expert, and if you show us good reasons for your implementation, we are sure you'll do well.