



# Unity Sample Application

## Overview

The candidate is to create a sample Unity application consisting of one scene and a dynamic number of standard Unity objects (as prefabs) added to the scene based on a JSON file.

## JSON File

The accompanying JSON file is to be saved in local Unity storage and parsed at run time.

*Note - the position of objects is to be set by developer for demo purposes.*

## Objects

Default Unity 3D objects are to be used.

- 1) Cube
- 2) Sphere
- 3) Capsule

## Scripts

Each object in the scene will have at most one script attached to it which will perform an action.

The scripts to be implemented are as follows:

**1) hide\_show\_object.cs**

*This script should toggle the current object on and off whenever it is clicked.*

**2) hide\_other\_objects.cs**

*This script should toggle all other objects in the scene on and off whenever it is clicked. The current object will always remain visible.*

**3) sound.cs**

*This script should play a sound file when clicked. Sound file can be stored locally as .mp3 or .wav.*

## Delivery

Code delivered via GitHub, with any documentation required to run the project in Unity.