PLAYABLE ADS DEVELOPER

DEMO PROJECT

HELLO!
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At this stage of the interview, you are going to do a small project. The reason behind the project is to show a demo of daily tasks at Panteon to you. Also, it will let us observe and understand your competence and ability on developing games. You can find project details and instructions below.

GENERAL INFORMATION
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The following rules apply to all tasks:

1. The game must run in **portrait** mode and support **multiple aspect ratios.**

2. Use **Unity 2022 LTS.**

3. Include a **playable Windows build** in your submission.

4. In addition to the Windows build, you can also submit a build using **Unity Playworks.** Submitting a Unity Playworks build is optional, but it will receive additional attention.

5. Third-party assets are allowed for any requirement. Use the provided assets where applicable.

6. You are expected to **create materials** from the given textures and apply them appropriately.

7. The core mechanics cannot be changed. But you can improve other aspects of the game as you like

8. You should be able to **answer project-related questions.**

9. You must correctly apply all concepts listed in the **Design** section **while implementing** the project.

10. If any task description is unclear, feel free to ask.

SUMMARY
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Build an **isometric, joystick-controlled** mini-management game set in an **airport.** The player controls an **airport manager** who roams the terminal to organize passenger flow: unlock and expand areas by spending money, check tickets, collect and route luggage, and guide passengers to their gates. A round ends when the final area is unlocked, after which the player proceeds to a board-painting minigame. Details follow below.

Reference Video:
https://www.youtube.com/watch?v=_5OUHu2ale4

REQUIREMENTS
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1. **Replication:** Recreate the game in reference video **as closely as possible.** You may add features that improve quality without disrupting the **core mechanics** or **flow.**

2. **Assets:** All 3D models to be used are provided in the **"Model"** folder.

3. **Camera:** A follow camera tracks the character, matching the reference angle and movement behavior.

4. **Animations:** Obtain character animations from third-party sources (preferably **Mixamo**).

PASSENGERS
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In this task, passengers **deliver luggage, wait** in the queue, and are then **boarded** onto the plane.

1. All passengers use the **same base model.**

PAINTING THE WALL
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As shown in the reference video, once all passengers have boarded, we will proceed to the painting section on the map and **paint the board** with the desired colors.

1. Once the board is unlocked, the player will be able to paint the board. The character will stop in front of the board in the scene and the player won't be able to control the character anymore. Instead, the player will be able to paint the wall with **yellow, red** or **blue** colors using swerve mechanics. We will be able to change the **brush size** from the UI screen. You can find the items you need to use in the UI in the **"Sprite"** folder.

2. You are expected to display the percentage of painted board in real time.

DESIGN
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1. OOP
2. S-O-L-I-D
3. Design Patterns
   • Singleton
   • Events
4. Clean Code

SAVE & SEND!
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You are expected to share your project via BitBucket or Github (send us an email that contains the link to the project – **hr@panteon.games**).

GOOD LUCK AND HAVE FUN!

LEGAL NOTICE
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