Amber Game Engineer Test

Tower Defense

Create a PC Tower Defense game using Unity and C# or any other framework/middleware you are familiar with.  Specifications are included below as a guide, but feel free to embellish or expand upon certain aspects of your game to best convey your strengths as an engineer.

Example: <http://www.kongregate.com/games/Ninjakiwi/bloons-td-5>

**Game Specifications**

All these conditions should be met before submitting your test:

* This is a simple 2D or 3D game sample. You can use placeholder art as graphics and visual effects are not important.
* UI should be minimal, visual appearance is not important.
* The game must include at least a map. You can use a Tile Map package of your choice.
* You must implement several types of towers and creatures.
* You must implement a simple tower placing mechanic with visual assistance for tower range and placing options.
* You must implement a game over screen and the player should be able to restart the game.
* You can include any plugin or asset package, but you should implement the game scripts yourself.

**Evaluation**

We will be evaluating your test based upon the following merits:

* Are all specifications met?
* Is the project well organized?
* Is the code readable and easily maintainable and extendable?
* Is the code written in a consistent standard?
* Is the game optimized for performance?

**Deliverables**

In a zipped archive, provide the following:

* Executable
* Project with source code
* Description of implementations, assumptions, and external dependencies