1. start the game by entering the names of 2 players.
2. both player objects have script attached "PlayerController", which has the configurable movement keys.
3. Coloured cubes are vegetables. To pick, go close to the vegetable and click on it.
4. White cube in centre is dustbin. Stand over it and drop items to delete. All items you hold will be deleted.
5. Go close to chopbord and drop items to chop them. user will not able to move 2sec per veg.
6. Chopbord can hold only 2 veg items.
7. Go close to customer you want to serve. Drop item to serve them.
8. If you serve non chopped veg, it will be discarded.
9. If you serve wrong veg customer will get angry and count down speed increases. No Special negative score to player who served wrong veg. (Well I tried but was unable to complete.)

Next step

This task has huge scope for improvement:

A good background music that captures the essence of game would be great.

Feedback for every interaction, like a ripple effect on click or touch.

A simple tutorial is a must.

Note

I was unable to carry much testing. The basic form of game runs without any issue.

I have not implemented penalty for serving wrong.

The served vegs are not visible on table.

Leaderbord is not perfectly implemented but it saves and shows top 10 scorers.

Request

The test was lengthy and consumed my personal time of this entire week. Asking someone to sacrifice one entire week of family time and entertainment is not right, I think. We can always few rounds of interviews to test the job seeker. I am guilty of not helping my pregnant wife this weekend as I had promised complete rest. She had to do all the work. This week was very taxing for me. I have managed to complete most of the test in whatever time I got. Hope you will like it.