

## TESTING TASK – HTML5 DEVELOPER

Dear Candidate,

We feel very excited about having the opportunity to test your skills.

This document is going to brief you on our working environment as well as on what needs to be done for the test. During the assessment of your work, we will not only evaluate the ultimate result, but also the frequency of your SVN commits, the comments you put there and, most importantly, the quality of code you provide. We strongly encourage the use of object-oriented approach.

The task you see on the next pages is specified in a way that should let you use your own imagination and creativity. You should not feel constrained, we'd love to see your own thought in it.

If you have any questions at any stage of your work, please feel free to contact us – we will be happy to help.

Please mind this document is a property of unit9 and it must not be shared with any third parties.

We wish you good luck,



## 2D Shooting Game (JavaScript)

### The goal:

The goal of this task is to create a very simple 2D shooting game prototype.

### References:

We're thinking that sort of game:



### Don't worry:

You don't have to develop a full game. It's all just about the core mechanics. The game "world" can be as small as just a rectangular room with a few obstacles and three or four enemies.

### Design:

Please make it simple and don't spend too much time on it. We won't judge it. It's all about code.

**Requirements:**

- heavy object-orientation of code
- at least one playable game "world"
- the world needs to be big enough to have room for 3-4 enemies and a couple obstacles, but it can be small enough for the camera to remain still
- 3-4 enemies minimum
- 2 types of enemies minimum (e.g. two clones of enemy A and one instance of enemy B)
- 2 types of obstacles minimum
- main character can walk, jump and shoot
- the prototype needs to work on latest Google Chrome browser
- your own implementation (not using any game engine library)

**Deliverables:**

The deliverable for this task should be a playable HTML5 prototype of the shooting game as well as a well organised code base.

**TESTING ENVIRONMENT**

We've set up an SVN for you. This is where you're supposed to commit your work-in-progress code as well as the final result.

SVN:	<a href="http://svn585.dev.unit9.net/svn">http://svn585.dev.unit9.net/svn</a>
SVN user:	u9candidate585
SVN password:	6gn6vek0
website:	<a href="http://svn585.dev.unit9.net">http://svn585.dev.unit9.net</a>

Please use:

/trunk/project/develop	for any source code that needs compilation
/trunk/website	for all your resulting front end code

**ESTIMATED DELIVERY TIME**

1 working day

**GOOD LUCK!**