i3 Developer Test

Use the provided Unity Package to make an application that will label every part of the car in the scene. Below is a list of functionality requirements and some rough examples of what the application should look like. You have **48 hours** to create the application. When you are finished please follow the submission steps outlined below.

Unity / Code Requirements

- Must use Unity version 2019.4 or newer, LTS Versions (20XX.3.x) preferred
- The application should be able to be ran and built without error
- Please cite / source any code you use from external sources either through comments or a readme

Software Requirements

- Enable each part of the car to be selected, which will move the camera to view the part close up and label the part
- Labels will only show for the selected part
- A part can be selected by either clicking on the part or by clicking on the UI button on the left side of the screen that corresponds to the part
- Each part on the car should be listed on the left with its own button
- Parts should highlight somehow when hovered over to show they are clickable
- UI should scale with various aspect ratios
- Try to implement everything in a modular fashion so that your application can be used on multiple 3D assets.

How to submit

1. Zip your **Assets**, **Packages**, and **Project Settings** folders
    a. Do **NOT** include Library, Logs, obj, and temp folders
    b. If you include any extra files such as README please let us know
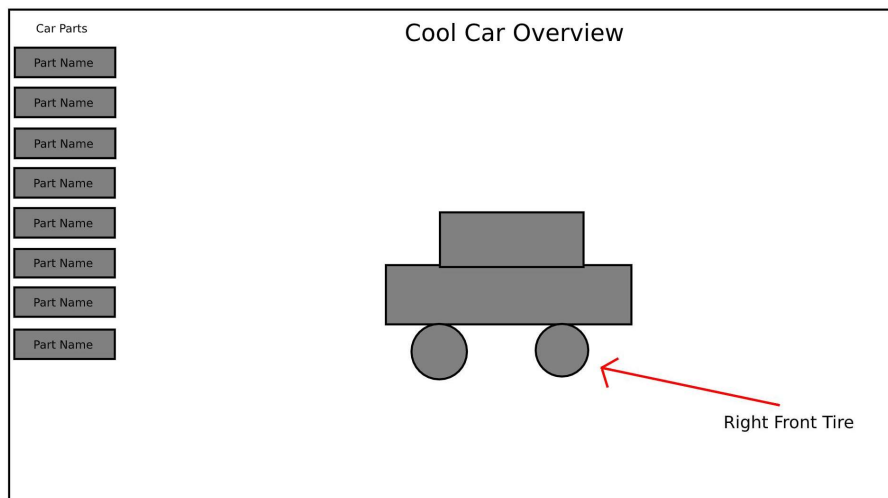
2. Name the zip file as **FirstName_LastName_i3DevTest.zip**
3. Email the zip as an attachment or upload to Google Drive / Dropbox and send us the link.

Examples

(These are vague intentionally; we want to see what you come up with)