



# CODING TEST - UNITY DEVELOPER

## ABOUT THE TEST

- The coding test can be performed in a Unity version of your choosing
- The target platform is Windows and will be played on a 16:9 monitor
- You have one week to work on the test. We expect it to take roughly 4-8 hours. You can send us your results as a .unitypackage file.
- Keep in mind that we not only review functionality but also readability, consistent coding style, performance / memory efficiency and extendability

## THE TASKS

### 1 - BUTTON ACTIONS

Create three buttons in the main view of the application. The buttons should all have different graphics of your choosing. Their initial position does not matter too much since they will move around. Each button can be interacted with in the following ways:

- When the user hovers over a button for more than 0.5 seconds a tooltip should appear over the button. Each button should have a different tooltip text.
- When the user clicks on a button a closable popup should appear. The popup has a text in it that is different for each button.
- The user should be able to drag each button around the screen which will move it accordingly.
- When the user right clicks a button it should cycle its color. If you right click a red button it should turn green, if you right click a green button it should turn blue and if you right click a blue button it should turn red

## 2 - RECORDING AND REPLAY

Create a recording system with which all user actions can be recorded, saved and replayed at a later time. Put the controls for this feature (Start/Stop Recording button, Recording name input field and Load and play recording button) at the top of the screen.

- To specify which recording should be started or loaded the user has to type in the name of the recording in an input field.
- After a recording has been started by clicking the start recording button, the start recording button should transform into a stop recording button.
- When the recording is stopped via the stop recording button, the recording gets saved.
- If the user makes and saves a recording, they should be able to replay it even after restarting the application.
- When the recording is replayed the recorded actions should be performed in the same sequence and with the same speed.
- The recorded actions should include all button actions mentioned above.
- When starting and stopping a recording with a previously used name, saving it should just overwrite the save for the old recording with the same name.

# WIREFRAMES OF APPLICATION

Start / Stop Recording button	Input field for recording name	Load and play recording button
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Start / Stop Recording button	Input field for recording name	Load and play recording button
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GO OUT  
AND PLAY