Technical Artist Evaluation

Evaluation Goals

1. **Demonstrate excellence accuracy based on reference.**
2. Demonstrate good understanding of Unity UI.
3. Demonstrate knowledge of shading languages.
4. Demonstrate knowledge of Unity C# scripting.
5. Demonstrate knowledge of Unity's particle system.
6. Demonstrate knowledge of sequencing and animation.

Tasks

Main Window

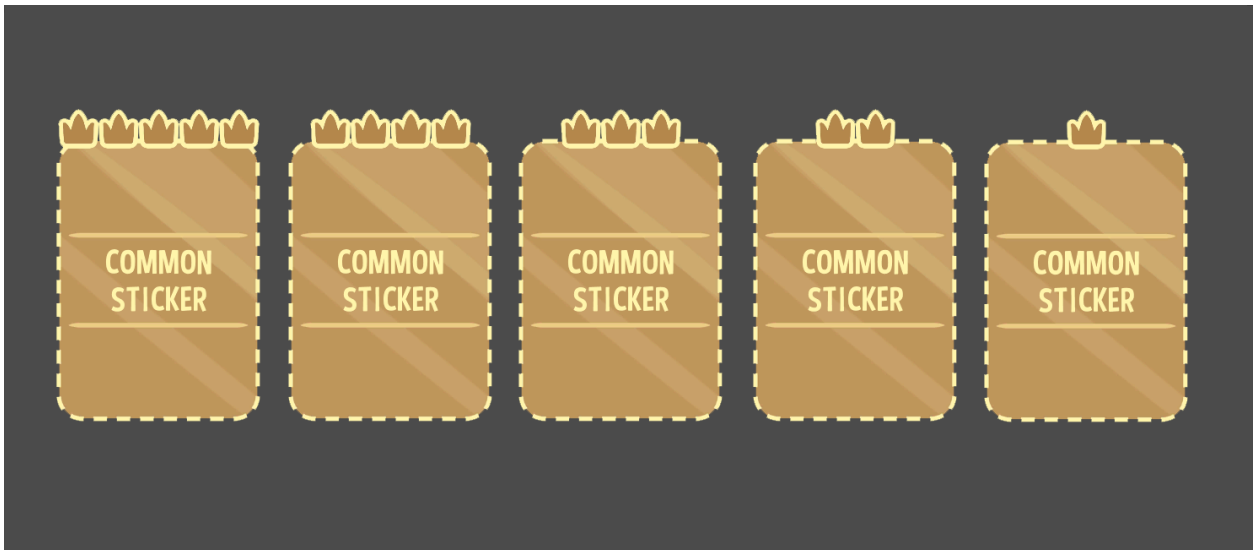
- Create UI window According to the reference provided
- Create a prefab for the Sticker Placement that supports different number of crowns (1-5) and a dynamic text for the sticker name Ref image 1 - Sticker placement crowns
- Animate the colors of the frame (using a shader is recommended) Ref_Seq_01.mp4
- Make sure we can scroll the sticker area (1 and 2) horizontally Ref image 2 - Scroll Area
- Create a script that populate sticker area with the Sticker Placement prefab with varied number of crowns and stickers
- Make sure that all the stickers have a button component which will trigger the Confirmation Window

Confirmation Window

- Create a confirmation window prefab (Ref Image 3 - Confirmation window)
- When the user clicks on a Sticker Placement we should see an A to B animation (the sticker of the confirmation screen should start the animation from the position of the clicked sticker in the Main Window and animate to the center of the screen) Ref_Seq_02
- When pressing the Red button the window should close
- When pressing the Green button we should see a sequence as seen in the reference
- Use a Timeline to create an animation seq (Ref_Seq_02) of the sticker transformation
- Make sure the sequence is as close as possible to the Reference provided

References

Ref image 1 - Sticker placement crowns



Ref image 2 - Scroll Area

Delivery & Notes

- Deliver results as a Unity project (v2021), with a scene which contains the required elements.
- Ensure any third party code is clearly marked as such.
- Timelines should be used
- Quality of the code is not mandatory, it should implement the logic to present sequences
- Shaders can be either cg or hlsl
- Please attach video of game play with all the scenario