

Developer Test

Unity Engine Developer

Description

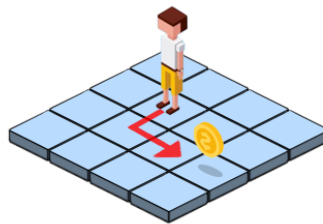
The test is based on developing a prototype in unity from an empty project, and following the requirements described below as mandatory points.

Free assets can be used for this without the need for licensing, as their graphic quality will not be evaluated. The focus is to evaluate the integration and implementation process used.

Requirements

The prototype to be built must have a mechanic where there is a checkered grid, where you have coins to be collected with a click of the player, and for each coin collected, another will appear in some random block that is empty.

As a difficulty feature, characters will appear on the grid that will walk to the coins and collect them without generating points for the player.



Mandatory technical points

- The grid must be procedurally constructed and structured so that it is easy to change its dimensions;
- The characters that appear must move using some **Pathfinder** algorithm through the grid;
- Characters need to be **animated**.
- The player's score for collecting coins needs to be displayed as an UI element while gameplay is taking place;
- When the end of the game occurs, an **game over screen** must appear, with the **current score** and the **highest score** already achieved, which must be **stored between game sessions**.
- Build **documentation** on all the content built, including the methodology used and a guide for changing gameplay settings.

Delivery

Use **Unity Engine version 2020.3.x** for testing.

The delivery must be of the entire project through some **versioning system** of personal choice (git, svn, perforce, ...).

The repository link must be set to private and shared with the following email, **selecaofifo@gmail.com**.