

# Unity Developer Test

Assets: download free to use models

Max Points: if everything described below is implemented

Focus on: Playable Character

## Setup

- isometric perspective camera. No rotation, no zoom in/out
- a water shader that reacts to the player character's movement, that has refraction, and that has reflection coming from the skybox and the characters when they are nearby

## Playable Character

- Character must use the IK System for movements. Bonus: the character should evade obstacles (example: when approaching a wall he slows down the movement, when walking besides a wall he puts his hands in front of him as if glancing over its surface, he crouches when a tree branch is in his way, etc)
- Character must have a basic melee attack

## Non-Playable Characters (NPCs)

- Implement NPCs. There are 2 groups of NPCS, and each group has its own predefined behavior. Do this as you like, but the main reasoning behind it is that one group should act as guards (patrolling around the village) and the other group is a group of people who peacefully moves around
- NPCs react to the player character's actions. If the player attacks a guard, for example, the other guards react and attack the player if they're within a certain radius (visible radius). Peaceful NPCs run away from the player if they are attacked because they are scared, and they seek a safe spot to hide
- implement small fishes inside a pond or small river. The fishes must move randomly and they must react to the player character (example: when the player gets inside the pond, the fishes get scared and they change their trajectory)

## Tool

- a tool to create-add vines to locations. A random mesh must have geometry and the vines must spread across the geometry. It must have parameters, the vines must be larger in the beginning and then grow thinner and thinner until its end