

Craft Games Developer Case

Objective:

Develop a Unity (C#) prototype inspired by the gameplay shown in the following video:

 [Reference Video](#)

Requirements:

- **Board Setup:** A flat board with stacked blocks.
- **Movable Ball:** A Ball that follows user drag input (mouse or touch).
- **Level Completion:** Upon ball reaching end of path:
 - Display a “Level Completed” message.
 - Show a “Next” button.
- **Level Looping:** Clicking “Next” restarts Level 1.

Constraints:

- **Visuals:** No particles or special effects.
- **Functionality:** Implement only Level 1 and loop it upon completion.

Deliverable:

A Unity project demonstrating the above features with clean, modular C# code.

Upload the project to **GitHub** and share the link and apk.