**It's just some information about the program which I used in the task**

Program used -

- Unity version - 2022.3.21f1

- Maya 3D

- Photoshop

First, I modeled the 3d Low Poly character is maya, then import in the Unity program, after then I wrote the code and some mechanics for Laser moving at the edges. I did code the 'Virtual joystick' for moving the player and there is a jump animation which is single logic based so It may be looks like the bug but I can fix it easily with implement some Jumping up, Falling and Landing animations.
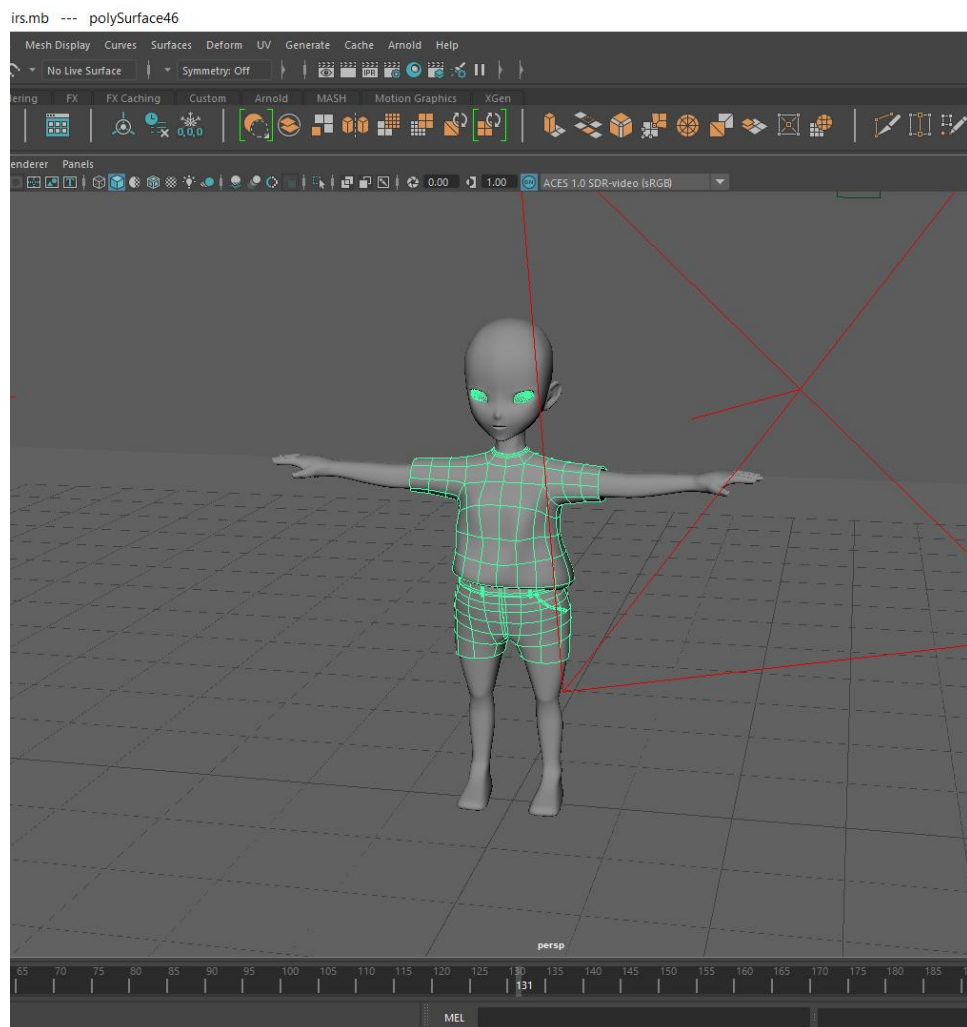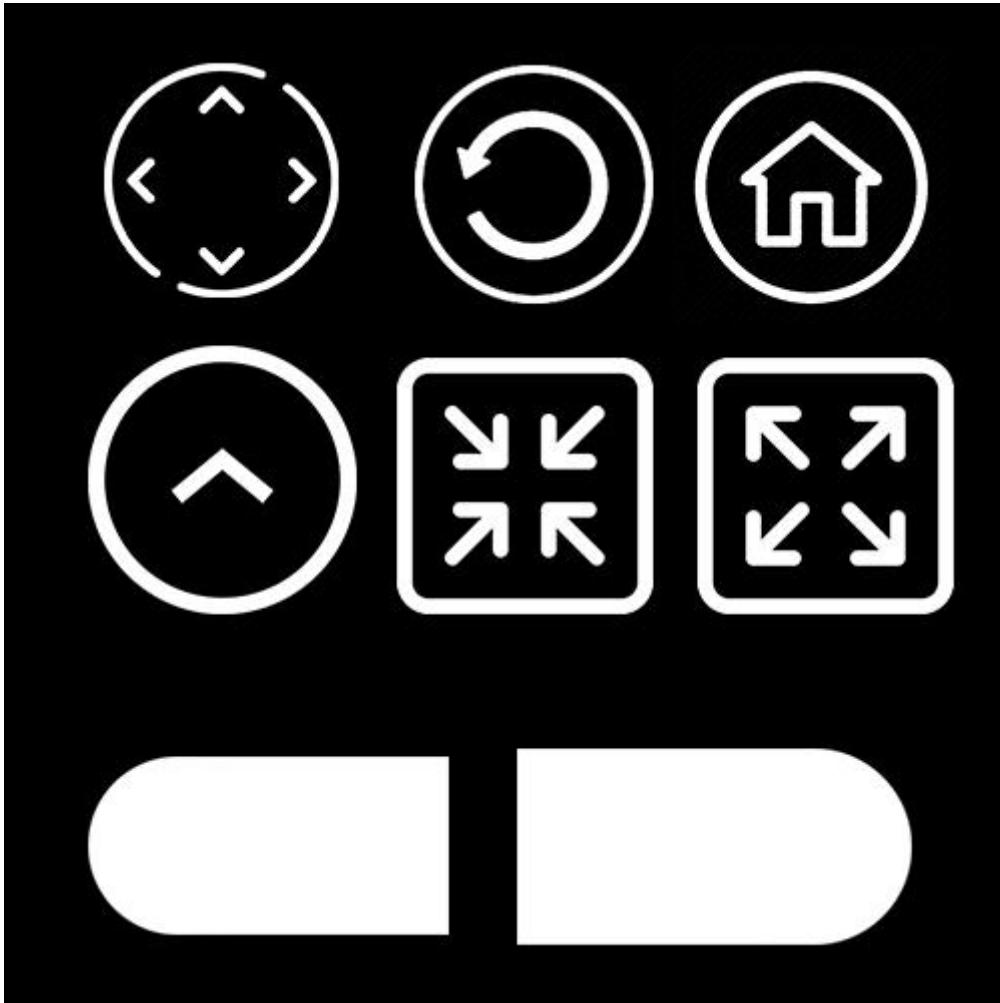
UI Button - I designed the UI buttons in Photoshop.

Laser emitting - For the lasers, I implemented the Line renderer properties and animation the transform values and rotation values. In each wave there will be increase one more laser with different position and rotation, If there will be levels then I can implement the random spawning for each laser so user can have the difficulties more for complete the levels.

Arena asset - Arena asset I imported from the 'sketchfab' website but it's in highpoly so game may be have some time of lag issues. It's running perfect with unity default geometry I already checked it.

Movement controls - I wrote the code for 'Virtual joystick' where I devided the screen half left and right for the 'Jump' button.