Unity 3D Test

Purpose

The goal is to provide a relevant, fun and inspirational foundation for a technical conversation in an upcoming interview. The submission itself together with the interview will provide the reviewer with an understanding of the applicants coding style and skills. At least the features specified in this document shall be error free when used correctly, how everything else handled is subject to creativity and ambition.

Game Concept

- The game consists of an 8x8 grid with different colored objects.
- The objects can swap place as long as they positioned next to each other and on the same row or column (up, down, left, right).
- If a switch results in three or more objects of the same color in a row or column, these objects removed from the game.
- If a switch does not result in a match, the objects automatically switched back.
- When objects removed from the game, the game board collapses so that object positioned above the removed ones falls down to take their place and new objects fall in from the top to fill the board.

Facts & Features

- 1 minute long
- 5 colors
- Users can drag or click objects to swap them (both dragging and clicking should work)
- Use a game like Midas Miner for reference: https://www.youtube.com/watch?v=mozD7x9X0o0

Evaluation

- We will look at your source code to evaluate
    - Code structure, architecture, design patterns
    - Usage of language-specific features
    - Readability, flexibility, reusability
- Evaluate the **feeling** when playing the game i.e. Attention to transitions, animations, and other details that might enhance the user experience.
- Tools/Editors for game designer to create levels and etc.

Submitting

- The results of the task must be shared in a public repository on github.com. It should contain your cleaned source code and necessary files without garbage/temp, etc.
- A readme.txt file to explain any architectural/design decisions is helpful.
- Once you are done with the test please send us back a github-link to your game by replying to HR e-mail.

Good luck and have fun creating this!