FROLICODE - UNITY DEVELOPER ASSIGNMENT

Test - Bomberman Game Prototype

By using Unity3D make a simple version of the Bomberman game using the following constraints:

1. The play field is 15x10 grid and will be populated randomly every round. The placement of destructible blocks, indestructible blocks and enemies in the map should be random at the beginning of each round.

2. Player spawns on the top left block and moves using WASD keys and places bombs using a space bar.

3. Player can place a bomb on the tile where he stands. Bomb explodes after 3 seconds destroying any destructible tiles within a 3x3 area around it and killing enemies in that area.

4. Next bomb can be placed only after the first one explodes.

5. The bomb can kill the player and the game ends with the player losing.

6. Player dies on touching any enemy and he loses.

7. There are 5 enemies and they spawn randomly on empty tiles. They move randomly like the player.

8. When there are only 2 enemies left in the game, both enemies would stop moving randomly and start moving in a way that they are trying to get farther away from the player. At all times, they should try to move as far away as possible from the player so that now the player would have to try and trap these enemies to kill them.

8. The player wins if he kills all the enemies. If the player dies, show the game over screen with the option to restart the level.

9. Add scoreboard, Game end Win/Lose messages on game end.

Reference game play video https://www.youtube.com/watch?v=DMNxOmNzfb0

Instructions for completing the test:

1. Use any version of unity from Unity 2021.x or Unity 2022.x. Do not use older versions of Unity. While creating the game, do not use any external plugins. The game should be

created using only the standard assets and functionalities provided in the base version of the unity engine.

2. You can find the different unity versions from the link: https://unity3d.com/get-unity/download/archive

3. You can use any art assets from the internet (Unity asset store) or your own. We will not be evaluating based on how the game looks.

4. You are expected to complete the assignment without looking for solutions on the internet as this is a fairly straightforward assignment.

5. Timeline for completion - 1 week from the date of receiving of the assignment

6. Delivery method - Zip file with the unity project and a .exe file. Please share a google drive link which can be downloaded. Please mention the exact unity version used for the assignment.

7. If you have any query, please contact us on hr@frolicode.com for resolving them.