

Inkling Unity Developer Assessment

Welcome

Thank you for applying for the Unity Developer position at Inkling Origins! Here we are looking for dedicated, independent and passionate individuals to join our team, helping us create the best product possible to be used by others. This assessment is not aimed to be challenging, or create any artistic masterpieces, instead we are looking at your approach at addressing the problem and giving a solution to the problem.

Assignment

We are creating a platform where interactions do matter, so we would like you to create a *Meltdown Game* style minigame. (See reference picture).



Approach, design and implementation is up to you to decide and develop as much of it as possible (*you can completely leave out the multiplayer aspect, just focus on single player*). There are few requirements though.

Requirements

- This app should be a standalone application, developed inside Unity.
- There should be at least a main menu where the game can be started from, and an option to go back to the main menu from the game.

- Don't spend too much time on it! It's okay if the game is not complete, we expect you to spend a maximum of 1 day on it. We pay attention to your approach rather than the final outcome.

Delivery

When completed, please upload the project on GitHub / BitBucket / GitLab and send a link across to the project. Alternatively send a zip project across via email (if it lets you!). Send the URL/Project across to ludwik@inklingorigins.com.

Good luck & Have fun!