

UNITY DEVELOPER TECHNICAL CASE



**PASSION
PUNCH**

DESCRIPTION

We want to build a **multiplayer game prototype** in a 3D environment.

You can choose to use any multiplayer\framework you preferred.

Each player participating in the game will spawn at a random spot on the level. (It is not important to be an asset visually, it can be done using 3D objects in Unity). When the left mouse button is clicked, we expect the gun to hit the targets. Meanwhile, the targets are to be hit only with the specified bullet type.

REQUIREMENTS

1. FPS character controller.
2. We want to select/change bullet behaviors. (menu, mouse, any keyboard key) These behaviors should be active at the same time.

Bullet types;

Color: Red - Blue - Green

Size: Standard - Large - Small

REQUIREMENTS

3. There must be targets that we try to hit with these bullets. Once the targets are hit, they will spawn again with at least 30 targets in the scene.
4. Game modes will be changed on the server automatically at certain time periods or manually when we press a certain key. The type of bullet we need to use will be determined randomly according to the game mode. Wrong bullets will negate the score if they hit the target. Correct bullets should give points.

These game modes will be a combination of bullet types and will be displayed in the UI to all users when the mode changes:

- NEXT BULLET : **blue** - standard size.
- NEXT BULLET : **green** - small size.

5. **Stun Bomb**

This is a bomb similar to C4 in counter strike. After this bomb is placed, it can be detonated with a remote button. (This can be a keyboard key). When it explodes, players within a certain range will be immobilized for X seconds.

6. The statistics of the players in the game will be constantly updated in an in-game table. Target hit with each correct bullet gives +X points. The target hit by the wrong bullet will be added to the table as -X points. New players will be able to see other players and their scores.

REQUIREMENTS

The project architecture, the folder structure, the way the game works, the keys used/extra features, if any, **should be written in a Readme file.**

In addition, technical information can be added in terms of documentation.

YOU HAVE ONE WEEK.
GOOD LUCK!



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