Junior Game Programmer
Job Application Evaluation Assignment

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I will evaluate and answer the questions asked according to this project.

1. In your opinion, what are the different development phases we should go through and what percentage of total development time should each phase take?

I think for me it consists of five stages. They are: pre-research planning, research, post-research planning, prototype, improvement - development, testing.

Pre-research planning: The stage where I ask myself questions such as what do I need to research, what do I need and think about what to do. I think, this stage takes approximately %5 of total project time.

Research: The part where I search for answers to the questions I have determined and what I need. I think, this stage takes approximately %5 of total project time.

Post-research planning: The stage where I plan how to proceed with the answers I find after my research is finished. For example, determining the mechanics I will use and the scripts I will open accordingly. I think, this stage takes approximately %5 of total project time.

Prototype : A rough game in short, with the game's mechanics and a workable version. I think this is what is required of me. I think, this stage takes approximately %40 of total project time.

Development - Improvement: The part where I improve and edit the written codes. In addition, it is normally the part where the beautification such as animation and the full version of the game will be done. I think, this stage takes approximately %30 of total project time.

Testing: I think it's the part that's been all over the project since the game first started development. Everything used in the game must be tested. I think, this stage takes approximately %15 of total project time.

2. We would like to get a glimpse of the gameplay of our new game at the earliest

   a. What are the first 5 mechanics/functionalities you should develop for this specific game so that we have a playable build as soon as possible?

1) Unit Selection 2) Unit Movement 3) Units properties 4) Unit Weapon properties 5) Unit Attack

   b. For each of the mechanics/functionalities you have listed in the previous section, what questions should the game designer have answered before you start coding?

1) How do you want the unit selection process to be, it is very important for me, can you answer in detail?
2) Could you explain in detail what are the types of units and their features?
3) Can you give details about the types of weapons and their features?
4) What type do you want the units to attack? What are the properties of the object to attack? What do you want to happen when the object you are attacking dies?