

Squla Unity Challenge

Estimated time: 4-6 hours

Task

- Create an application in a 2D world that simulates a flock of rockets using Boids with the following parameters.
 - Separation
 - Alignment
 - Cohesion
- You can define the min and max values of the parameters yourself.
- The application must start with 50 rockets scattered on the screen.
- You must implement a UI that controls the parameters of the flock behaviour based on the design in Figma (See the link below).
- If you press on the screen then all the rockets will gather on that point as long as your finger is pressed.

Resources

[Figma Design](#)

- You can download all the images directly from Figma by selecting the graphic you want and going to the right column and finding the export segment.

Technical Requirements

- Use Unity 2019.4.x
- Do not use Unity DOTS for this project
- Doesn't matter which render pipeline you use.
- Use SOLID principles
- Manage a clean hierarchy in your scene
- The UI must be exactly like the design provided
- The UI must adjust for screen ranging aspect ratio from 9:16 to 3:4
- Keep external libraries to a minimum

Deliverables

- Unity project with the code in a private github repository shared to rodrigod89
- APK for 64bit Android devices