Recruitment task – Unity Developer

Goal:

Create a VR application for displaying and interacting with a photo frame.

Requirements:

- Application should be created using Unity. Any version from 2021.3 and higher will suffice.
- Application must build without errors and work on Meta Quest 2 and Meta Quest 3 devices.
- Solution should be hosted as a Git repository.
- The entire solution should be documented. Additionally, Readme file should be included in the repository.

Application description:

- The user is presented with an object representing a photo frame.
- The frame can be interacted with – the user should be able to grab it, move it, scale it and rotate it.
- There should be two buttons on the frame:
  - Toggle button "Float" - makes the frame float in the air. Pressing again should restore default behavior.
  - Action button "Change photo" - switches the displayed photo.
- Displayed photos should be loaded in runtime from app's device storage (persistent or streaming)

Scoring criteria:

- Requirements fulfillment
- Code quality – cleanliness, readability, scalability
- Performance
- Documentation quality