# [Company Name]

## Software Developer Candidate Exercise

## Introduction

[Company Name] believes very strongly in cultural fit, technical excellence and creative innovation. The following creative exercise is designed to give a candidate an opportunity to demonstrate their capabilities and approach with respect to small-scale, rapid game prototyping.

## Policy

No part of the result of this exercise will be used in any way by [Company Name] after it has been submitted. It’s yours. You retain complete ownership of the work you’ve done and may use it for your own portfolio or for any purpose you wish. Our only interest is in assessing the fit of your abilities and approach as a software developer on the [Company Name] team. **By submitting, you agree you’ve shared your work with us on a voluntary basis.**

## The Challenge

1. Send an email to [\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_](mailto:darryl.wright@gogiigames.com) to let us know when you’ve started the exercise and then return the results within the following 7 days or sooner.
2. Take a 1-2 minute scene from your favourite non-game medium (film, book, movie etc) and use Unity to represent it as some interactive form of experience. The format it takes is completely open and entirely up to you. We only ask that it be in 3D. Outside of that, it’s an open sandbox for you to build something you think demonstrates your skills.
3. Once completed, add a README.TXT file in the root of the project which describes in a few sentences:
   * Why you chose this subject, scene or moment
   * What your aim was with this project
   * Any notes you think we should notice in particular
4. Zip up the full project including all assets and source code and email a downloadable link to [\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.](mailto:jordan.robb@ubisoft.com)

## Some Suggestions

1. Our hope is that this is a fun game-jam style experience. It should take hours in your spare time rather than a week of solid work. You can spend as much time as you like on it but that’s not our primary consideration so please don’t burn yourself out!
2. The best work tends to come from focusing on your strengths.
3. We’re results-oriented. We want to see your code too, of course, but don’t be afraid to leverage the Unity Asset store’s free assets. Just let us know which code is yours. *We’d suggest putting your code in a “scripts/original” subfolder to help differentiate.*

## What then?

Some of our programmers will look at your work and try to get a sense of your skill level. Is your code architecture readable and understandable? Do you make use of the features of the language? In what circumstances did you make use of Unity’s features rather than writing code?

If you’d like, we will respond to you with any constructive feedback from the developers who’ve taken a look at your submission.