Coding Challenges :

Please note: We are testing your programming, reasoning and overall basic unity skill so please use your natural skill in solving the problems, any plagiarism in the work may result in direct disqualification. By this test, we intend to have a brief idea of your overall game development skill! Good Luck

1. Find Smallest & Largest Number.

Description: In block (1), enter any number and it must create an array of random numbers of that size, so if I enter 100 in block 1 it should create an array of 100 sizes with the random number and from that array, you have to find the largest and smallest number and display it in block 2 and block 3 - And the code must be optimized


2. Find a name from the list.

Description: Make a list of 10 or more names, and then find that name, use Unity's Input field to take the input, and then find if that name exists in the list or not

3. Combine List :

Description: Write a code to combine 2 lists sequentially, so suppose if I have a list - {"A", "B", "C", "D"} and another list {"a", "b", "c", "d"} and write a code to combine them and create a new list like this: {"A", "a", "B", "b", "C", "c", "D", "d"}

4. Delete Multiple Colored Cubes :

Description: From various different colored cubes, select any color from the DropDown and then enter a number, if that much amount of cubes is present then delete them (the same color that we selected in the drop-down) or else print a message of error
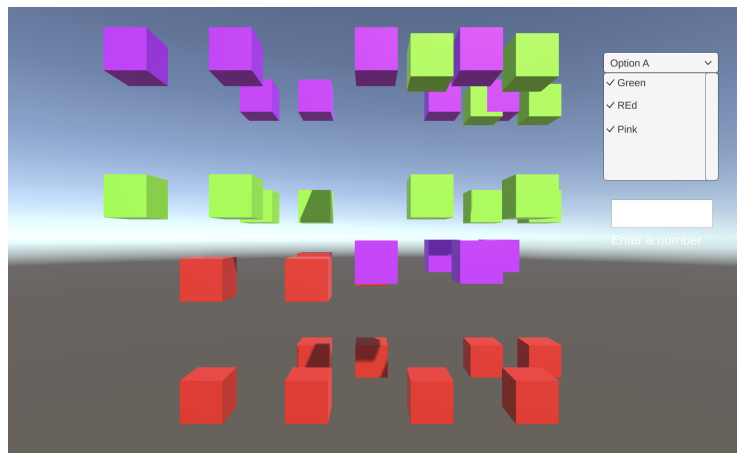
5. Shield :

Description: Create a basic 3d setup - with some basic shapes/models where the main player will have some health and can activate or deactivate the shield and if the enemy tries to attack the player when the shield is off then he should take damage and when the shield is on then no

damage.

You can take a cube as a player and create some shielding effect around him and take the cylinder and use it as an enemy (graphics is not very important but if you can use good graphics then it is a plus point)

6. Create a Beautiful Scene :

Description: Take any free-to-use low poly scene from Unity Asset Store and use URP's new post-processing to make it look beautiful while achieving standard FPS

7. Create a Navmesh Agent :

Description: Create a Navmesh agent that moves to random locations and stays there for some time and then finds another location and then moves to that point.

So you have to create a code, where the navmesh agent finds a random point moves to that point stays there for some time, and then again repeats the process

8. Timeline :

Description: Create some animation sequence with a timeline, just a small representation that acknowledges that you have the knowledge of timeline and animations

9. Password System :

Description: Create a password system, where the user can save a password and on the next login can use that password to log in again (Use playerprefs)

10. Currency System :

Description: Make a simple currency system, where you have some amount of coins and you can buy stuff with it (once you buy something then it shouldn't be available to buy even after reloading the game)