

Unity Test

Minimalistic third person shooter game evaluating Unity gameplay and UI implementation skills.

Instructions

- Carefully read the game specification and the coding standard.
- Install the latest stable version of [UNITY](#).
- Create a **Unity Test** 3D project.
- Import the following assets (and nothing else) :
 - <https://assetstore.unity.com/packages/3d/environments/fantasy-landscape-103573>
 - <https://assetstore.unity.com/packages/3d/characters/humanoids/sci-fi-hero-handpainted-demo-106154>
 - <https://assetstore.unity.com/packages/3d/characters/humanoids/mini-legion-footman-handpainted-86576>
 - <https://assetstore.unity.com/packages/3d/characters/humanoids/mini-legion-grunt-handpainted-98187>
 - <https://assetstore.unity.com/packages/3d/characters/humanoids/mini-legion-lich-handpainted-91497>
 - <https://assetstore.unity.com/packages/3d/characters/humanoids/mini-legion-rock-golem-handpainted-94707>
 - <https://assetstore.unity.com/packages/vfx/particles/cartoon-fx-free-109565>
 - <https://assetstore.unity.com/packages/vfx/particles/war-fx-5669>
 - <https://assetstore.unity.com/packages/tools/particles-effects/lowpoly-water-107563>
 - <https://assetstore.unity.com/packages/essentials/beta-projects/textmesh-pro-84126>
 - <https://assetstore.unity.com/packages/2d/fonts/bubble-font-free-version-24987>
 - <https://assetstore.unity.com/packages/audio/music/six-styles-of-bgm-35941>
 - <https://assetstore.unity.com/packages/audio/sound-fx/fantasy-sfx-32833>
 - <https://assetstore.unity.com/packages/audio/sound-fx/weapons/futuristic-weapons-set-15644>
 - <https://assetstore.unity.com/packages/audio/sound-fx/foley/fantasy-sfx-for-particle-distort-texture-effect-library-42146>
- Try to implement as much as you can of this game in maximum two days, preferably in the following order :
 - The hero camera, animation, overlay, aiming, shooting, impact and death.
 - The footman/grunt/golem/lich animation, navigation, aiming, attack, impact and death.
 - The game-lost menu.
 - The game-won menu.
 - The game-paused menu.
 - The game-title screen.
 - The game-options screen.
 - The enemy minimap.
 - The text localization.

- Do your best to apply the programming conventions explained in the coding standard document, especially the following rules :
 - Write your types in **UPPER_CASE** : TANK_SHELL.
 - Write your type members in **PascalCase** : Tank.ShootShell().
 - Write your local variables and method parameters in **snake_case** : enemy_index.
 - Don't use acronyms, abbreviations or single-letter variables.
 - Include the class name in the attribute and variable names.
 - Align braces vertically.
 - Use braces even for single statement blocks.
- On the last evening, simply send us back a pack or archive of your work in progress using a file transfer web service like **wetransfer.com** or **transferbigfiles.com**.

Description

The player uses a gamepad to control a futuristic hero equipped with a fully automatic laser gun.

The hero must survive in a forestial area with many aggressive enemies.

They can be of four different types :

- The footman, a small knight holding a spear.
- The grunt, a fierce goblin holding an axe.
- The golem, a rock creature with deadly fists.
- The lich, an undead magician shooting fireballs with his staff.

To win the game, the hero must eliminate all the enemies with his gun in only 3 minutes, without being killed.

Game entities

The game :

- Has a state.

The game level :

- Has a state.
- Has a maximum duration.
- Has a landscape.
- Has an enemy list.
- Has a hero.
- Has a hero spawn.
- Has a hero camera.

The game input :

- Provides the following controls in Gameplay-mode :
 - Left stick down/up : **Move Down/Up axis**.
 - Left stick left/right : **Move Left/Right axis**.
 - Right stick down/up : **Aim Down/Up axis**.

- Right stick left/right : **Aim Left/Right axis**.
 - Right trigger : **Shoot button**.
 - Start button : **Pause button**.
- Provides the following controls in Menu-mode :
 - Left stick down/up : **Move Down/Up axis**.
 - Lower face button (A) : **Select button**.
 - Right face button (B) : **Exit button**.

The game menu :

- Has a title.
- Highlights the active option, which can be chosen with the Move Down/Up axis.
- Selects the highlighted option with the **Select** button.
- Can be left by pressing the **Exit** button.

The game-title screen menu :

- Plays the Chrono Storm background music in a loop.
- Is made of :
 - The **Unity Test** title.
 - The **Start** option, to start a single-player game.
 - The **Options** option, to change the game options.
 - The **Exit** option, to exit the game.

The game-paused menu :

- Plays a game-paused sound once.
- Appears by pressing the **Pause** button during a game.
- Suspends the game.
- Is made of :
 - The **Resume** button, to resume the game.
 - The **Restart** button, to restart the game.
 - The **Quit** button, to go back to the title screen.
- Can also be left by pressing the **Pause** button again.

The game-options screen menu :

- Plays a menu-change sound once.
- Is made of :
 - The **Language : French/English/German** pull down option.
 - The **Fullscreen : on/off** pull down option.
 - The **Back** button, to go back to the title screen.

The game-played screen :

- Plays the Car Race background music in a loop.

- Shows the camera overlay (HUD).
- Starts with a 5-seconds countdown.
- Shows the game-lost menu if the hero is killed or if the available time is exhausted.
- Shows the game-won menu if the hero has killed all the enemies before the available time is exhausted.

The game-over menu :

- Playes a custom music once.
- Is centered.
- Is made of :
 - A big custom message.
 - The **Score : ... points** message.
 - The **Restart** button, to restart the game.
 - The **Quit** button, to go back to the title screen.

The game-won menu :

- Is a game-over menu.
- Plays a Jingle Win music once.
- Shows a **Victory** message.

The game-lost menu :

- Is a game-over menu.
- Plays a Jingle Win music once.
- Shows a **Defeat** message.

The game-played overlay :

- Has a small "+" character in its center.
- Has a temporary countdown timer starting at **5** seconds in its center,
- Has a score counter starting at **0** near the middle of the upper edge.
- Has a time counter starting at **3:00** near the upper left corner.
- Has a health bar (or counter) near the lower left corner.
- Has an enemy minimap near the upper right corner.

The island :

- Is surrounded by a large sea plane at zero height.
- Is the default landscape of the "Fantasy Landscape" asset with its outermost borders lowered to remain under the sea surface.
- Uses the meter as the distance unit.
- Has **20** footmen, **10** grunts, **5** golems, **5** liches and the hero, spread over its land surface.

The character :

- Has a state
- Can **stand** idle.

- Can **turn** at **120** degrees per second (without animation).
- Can **walk** or **run**, more or less quickly, depending on its current ground speed.
- Can **attack** with a hitting weapon, a shooting weapon or his fists, depending on its own abilities.
- Can **get hit**.
- Can **die**.
- Has a health.
- Has an attack delay.
- Has a maximum forward walking speed.
- Has a maximum forward running speed.
- Has a maximum sideways walking speed.
- Has a maximum turning speed.
- Has a capsule collider.
- Has a locomotion blend tree.

The hero :

- Is a character.
- Is **2** meters tall.
- Has an initial health of **100**.
- Has an initial score of **0**, which is incremented by the initial health of the enemies he kills.
- Can run at **4** meters per second.
- Can hit enemies using his laser gun ray.
- Walks or runs when the Move axis is used.
- Rotates to point his gun toward the hero camera target.
- Has a laser gun.

The hero camera :

- Aims roughly 0.5m above the hero head.
- Remains a few meters behind the hero character, so that we can see his feet in the bottom of the screen when looking horizontally.
- Can turn laterally and vertically at **120** degrees per second.
- Can look down at **-5** degrees.
- Can look up at **+10** degrees.
- Immediately gets closer to the hero if there is an obstacle between them.
- Quickly gets back to its default distance otherwise.
- Rotates when the Aim axis is used.

The hero laser gun muzzle :

- Can shoot a laser ray 5 times per second toward the hero camera target when the Shoot button is used.

The hero laser ray :

- Is a thin stretched capsule.
- Has a glowing effect.
- Has a speed of **50** meters per second.
- Has a direct hit damage of **10** on enemies once per shot.

- Is shot from the gun tip toward what is pointed by the center of hero camera along its axis.

The hero spawn :

- Has a glowing particle effect.
- Is where the hero starts the level.
- Disappears after 5 seconds.

The enemy :

- Is a character.
- Has an energy bar over its head when its close enough from the hero.
- Can't hurt the other enemies.
- Can turn at **120** degrees per second.
- Runs toward the hero when it's in front of him and closer than **50** meters, or if the hero hits him.
- Strafes sideways when the hero aims directly at him.
- Randomly attacks the hero when it's close enough, at a maximum frequency of once per **4** seconds.

The enemy minimap :

- Has a circular shape.
- Shows the active enemies within a 50 meters radius around the player.
- Shows the farther active enemies as small triangles pointing outside the minimap from its edge.

The footman :

- Is an enemy.
- Has an initial health of **50**.
- Is **1.5** meters tall.
- Can run at **2** meters per second.
- Attacks the hero only when it's closer than **2** meters.

The footman spear tip :

- Has a direct damage of **25** on the hero once per attack.

The grunt :

- Is an enemy.
- Has an initial health of **100**.
- Is **2** meters tall.
- Can run at **3** meters per second.
- Can hit the hero with his axe blade.
- Attacks the hero only when it's closer than **2** meters.

The grunt axe blade :

- Has a direct damage of **50** on the hero once per attack.

The golem :

- Is an enemy.
- Has an initial health of **200**.
- Is **3** meters tall.
- Can walk at **2** meters per second.
- Can hit the hero using his fists.
- Attacks the hero only when it's closer than **2** meters.

The golem fist :

- Has a direct damage of **100** on the hero once per attack.

The lich :

- Is an enemy.
- Has an initial health of **75**.
- Is **1.5** meters tall.
- Can run at **2** meters per second.
- Can hit the hero using his staff fireball.
- Attacks the hero only when it's closer than **2** meters.
- Aims a bit in front of the hero, based on its current speed and direction.

The lich staff tip :

- Can shoot a fireball every 5 seconds.

The lich fireball :

- Is a small ball.
- Has a flame particle effect.
- Has an initial speed of **10** meters per second.
- Has a direct hit damage of **20** on the hero once per shot.

Version

1.1

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