

Otsimo Game Dev Intern Task 2024

For this task you are expected to create a simple game using Unity Game Engine.

The game will consist of:

- A scene that greets the user and starts the game
 - if playing for the first time will take the user to an empty canvas
 - if played before, will take the user to the previously drawn canvas
- A canvas scene where the user will be able to:
 - Pick a tool for drawing onto the canvas:
 - Pen will leave a thin residue of selected color behind
 - Bucket will paint the entire canvas to the selected color
 - A stamp which will work once per click and draw a sprite to the clicked area(dragging won't do anything)
 - Eraser will delete the clicked area if there's any painting there(or will paint white over everything else to the clicked area)
 - Pick a color for the drawing tool(If selected green,and the selected tool is either bucket or pen, it will paint green, if it's the eraser or stamp, color selection won't make a difference)

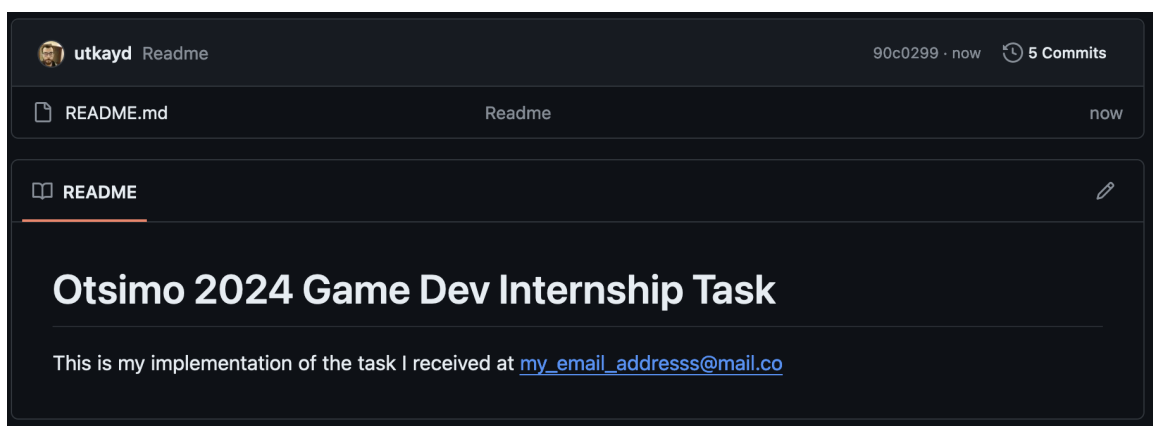
Bonus Points:

- If you can come up with a projectile tool that paints the canvas on hit(like a paintball) it'll get you extra points
- If you utilize particle systems and audio feedbacks it'll get you extra points

Specifications:

- You must use Unity's `2022.3.19f1` version and this version only. Tasks that are created by using another version of Unity will not be built by our build system, and will fail automatically.
- You must deliver your task as a **PRIVATE github** repo and share it with the user <https://github.com/utkayd> to provide access. (Tasks that are delivered in a public github repo will automatically fail so be careful about this one)

(Note: Some candidates had github usernames in our previous years that were not related to their name/surname or mail address so it's hard on our end to make a connection between the task and the applicant, hence writing your email address that you've received this task at to somewhere in the repo's readme like so will help us a lot)



- Assume your task will be tested on a mobile device, so testing it in a mobile device before your admission will make sure everything is working correctly, if the task works fine on your editor but doesn't work on our test devices, your task will fail.