

## UNITY GAME DEVELOPER QUESTION

Code a mini game of Carrom using Unity 2D.  
The game should have following components:

1. Carrom Boards
2. Striker
3. Tokens
4. Movement Bar to move striker horizontally

Arrange the components on the screen as shown in the screenshot.

The striker should be placed in striker bar only. Striker's size should be managed so that it fits in the striker bar.

User should be able to:

1. Move striker horizontally using "Movement Bar"
2. Aim the right angle by moving the finger on the board
3. Hit the striker; by pulling it backwards. More the backward pull, more would be the force by which striker is fired. The force should be depicted using the length of the arrow.

For all the controls please refer to Carrom Pool:

<https://play.google.com/store/apps/details?id=com.miniclip.carrom>

Also note:

1. Make sure you take different device sizes in consideration.
2. While moving striker horizontally (using the movement bar) tokens should not move/ collide.
3. In a scenario if a token and striker overlaps, show a message - "Striker overlaps token". User should NOT be able to move a striker over token or strike when token & striker overlaps.
4. Use the assets shared with the question.

