Brainamics

Game Developer Home Assignment

Coins Game

You should have received the project files separately. Please open the project, try the game, and explore the project.

Your tasks would be to:
1. Fix the score.
2. Add a feature where whenever you click on a coin, another coin is spawned (making the game endless)
3. Add an idle spinning animation for the coins (more flexibility for artists is desirable)
4. Modify the code such that it's as clean, optimized and scalable as possible. Feel free to restructure where necessary.
   a. As a part of this task, please use your typical solution for pooling, to re-use the coin objects. Preferably write a new pooling script in a clean, re-usable, and scalable way. Doesn't need to be complex or super sophisticated. Please also comment out your typical solution if needed - even if it's a third-party solution.

Please compress and submit your project files without the extra folders such as any VCS folders or the Library folder.