

Gram Games - Take Home Test (Documentation)

- Unity Version - 2020.3.25 LTS
- Target Platform - PC & Android
- 3rd Party Frameworks - DoTween (for animations)
 - Not a 3rd party but have used TextMesh Pro for all UI texts.
- My Notes:
 - Please use the same version as mentioned above, or a higher version. Ideally use the exact same version.
 - Regarding Gameplay (In these game genres)
 - The heroes are selected automatically and sequentially. After each hero completes their turn, the enemy/enemies attack and the process is repeated. Although yes, an attack needs to be selected that each hero will perform. That could be a simple attack or a special one.
 - The Player's number of turns depends on how many heroes they have. So **3 heroes = 3 turns**, and during this all heroes must get the chance to attack the enemy. Selecting the same hero for the entire duration of the player's turn can get monotonous.
 - Every 5th enemy battle (does not matter win or lose) will give a random hero until player's hero count reaches to 10
 - For the above point, have kept sequential unlocking of heroes.
 - The shared zip file is majorly divided into the following main folders
 - Assets - All art assets and code
 - Build - Android APK
 - There are two main scenes (named accordingly)
 - Hero selection scene

- Battle scene
- All code can be found in the ***Scripts*** folder.
- Sub folders within the Scripts folder are as follows: (there are further sub-folders as well, but these are the 1st level of those)
 - Attacks - All information about attacks are stored here.
 - Base - Consists of base classes from which other classes extend
 - Controller - Switching between scenes
 - FSM - As the name suggest, these consist of state machines within the main battle
 - GUI - All scripts pertaining to UI
 - Handler - Script that controls the turns of the battle
 - Manager - Controlling the overall game, and stats of hero / enemy
 - Selection - For selection of heroes