

Estoty Vilnius programmer/developer

Practical task 2022

STEP 1: Choose 1 of 3 project above

1. **Smash Hit** (Landscape/Portrait)

Links:

<https://play.google.com/store/apps/details?id=com.mediocre.smashhit&hl=en&gl=US>

<https://apps.apple.com/us/app/smash-hit/id603527166>

2. **Parking Jam 3D** (Portrait)

Links:

<https://play.google.com/store/apps/details?id=com.lszenlamzr.parkingjam&hl=en&gl=US>

<https://apps.apple.com/us/app/parking-jam-3d/id1498229533>

3. **Sand Balls** (Portrait)

Links

<https://play.google.com/store/apps/details?id=com.water.balls>

<https://apps.apple.com/us/app/sand-balls-digger-puzzle/id1474046667>

STEP 2: Create prototype

Create a prototype based on ONE chosen game from step above.

1. Learn the gameplay mechanics & core.
2. Find & use free 3d/2d assets, particle/visual effects (download from Unity Assets Store etc.). Implementing Sounds, haptics is optional, but nice to have.
3. Game should have at least one full playable level.
4. Game can look not like the original. Use your own chosen assets (models, colours, sprites...), which you think fit the best.
5. Work on core "feel of the game" - even on the prototype state it should have basic animations, effects.

STEP 3: Prepare playable version

What we to expect from you:

1. A playable prototype of a chosen game:
 - a) Main menu scene (Play button, prototype name).
 - b) Gameplay scene (Restart button in right top side, Home button in top left side)
 - c) Level completion screen (Restart/ Home button)
2. A tested APK build for Android mobile devices.
3. A GIT (Bitbucket, GitHub etc..) link with a prototype source code.