Welcome to our Tech Art Test!

As tech artists, we strive to build **modular, scalable, and easy-to-use** solutions. This test has been carefully crafted to showcase not only your **technical capabilities** and **design sense**, but also how you **structure** and **polish** your projects. In particular, we're interested in seeing:

Clean Project Standards: How well you organize assets, name objects, and maintain an extensible hierarchy.

UI & Design System Proficiency: Your ability to create responsive, cohesive user interfaces that work seamlessly across different platforms.

C# Scripting & Architecture: Approaches for writing clean, modular code that supports maintainability and easy extensibility.

Creative & Artistic Flourishes: How you leverage animations, VFX, shaders, or particle systems to add **visual polish** and **depth** to your work.

Scalability & Reusability: Demonstrating a design that can grow or adapt to future requirements with minimal refactoring.

We encourage you to explore **open-ended** opportunities for **innovation** within these tasks—feel free to propose unique ideas or stylistic choices that highlight your personal touch. Ultimately, we want to see **how** and **why** you make each decision, so don't hesitate to share your thought process along the way.

Task 1: Home Screen & Bottom Bar

Objective

Implement the **Home Screen** (from HomeScreen.psd) and a **Bottom Ba**r with navigation functionality (inspired by BottomBarAnimationReference.gif).

References

- HomeScreen.psd
- BottomBarAnimationReference.gif

Key Steps

1. **Home Screen**
   - Ensure the full-screen background adapts to different resolutions and device aspect ratios.
   - Create a top bar displaying coins, hearts, stars, and a Settings button.
   - Use artistic judgment for anchoring UI elements so they look good on phones, tablets, etc.
2. **Bottom Bar(part of the Home Screen)**
   - Implement a bottom bar with five buttons (three available, two locked).
   - Use BottomBarAnimationReference.gif as a reference for animations, but feel free to build upon that.
   - Create a **BottomBarView.cs** script to:
     - Fire "ContentActivated" when a button toggles on its content.
     - Fire "Closed" when no content is toggled (all buttons off).
3. **Animation & Extensibility**
   - Provide "appear" and "disappear" animations for the bottom bar itself.
   - Each button should have toggle on/off animations, a locked state animation, and icon animations (open-ended, they are not part of the animation reference).
   - Maintain clean hierarchy and consistent naming for easy updates or re-skins later.

Task 2: Settings Popup

Objective

Implement the **Settings Popup** based on SettingsPopup.psd reference. Ensure that more popups could be easily created and extended in the future.

References

SettingsPopup.psd

Key Steps

1. **Implement a Popup**
   - Build a base popup structure (e.g., a prefab) from which Settings Popup and future popups can inherit.
   - Include open, idle, and close animations.
2. **Visual & Hierarchical Consistency**
   - Implement background darkening and blurring in a scalable way—other popups should reuse these effects easily.
   - Keep a clean, modular hierarchy and use prefab variants or similar workflows to ensure maintainability.
3. **Text & Localization Preparedness**
   - Set up UI text anticipating multiple languages.
   - Consider using a base text prefab so future localization components can be attached with minimal rework.
4. **Integration & User Feedback**
   - Ensure the popup opens when the **Settings button** on the **Home Screen** is pressed.
   - Provide clear visual feedback (e.g., hover, pressed) for all interactable elements.

Task 3: Level Completed Screen

Objective

Implement the **Level Completed Screen** based on LevelCompletedScreen.psd, focusing on impressive animation and creative flair.

References

LevelCompletedScreen.psd

Key Steps

1. **Trigger & Layout**
   - Create a **Level Completed Screen** that can be triggered from the **Home Screen** via a simple button(must be present somewhere on the Home Screen).
   - Follow the general layout from the PSD, but feel free to expand or adjust creatively.
2. **Cool Opening Animation**
   - Showcase animations, VFX, particles, or shaders to make a visually striking transition when this screen is displayed.
   - Focus on polish and creative presentation—this is an opportunity to demonstrate your artistic side.
3. **Closing the Screen**
   - Home button can be used to close the screen and return to the **Home Screen.**

General Guidelines

- Maintain **clean, extensible** design (clear hierarchy, intuitive naming conventions).
- Keep **artistic and user experience** in mind (buttons, icons, and transitions should look polished).
- Optimize for potential **localization** and future content additions.
- Ensure the **UI adapts to device safe areas** (e.g., home button overlays, notches, dynamic islands).
- Feel free to use Animation Clips, Animator or tweening libraries, but make sure everything is easily accessible and configurable.
- **Feel free to share any notes on your thought process or areas still in progress**; we value understanding your design decisions and any remaining tasks.

Results Submission

When you have completed all tasks, please submit your work as a **GitHub repository**. Feel free to use **any Unity version** you prefer. If you've created additional notes or documentation (e.g., Google Docs, Figma files), please ensure we have **full access** to view them. This way, we can review your project's structure, code, and thought process as smoothly as possible.

Good luck!