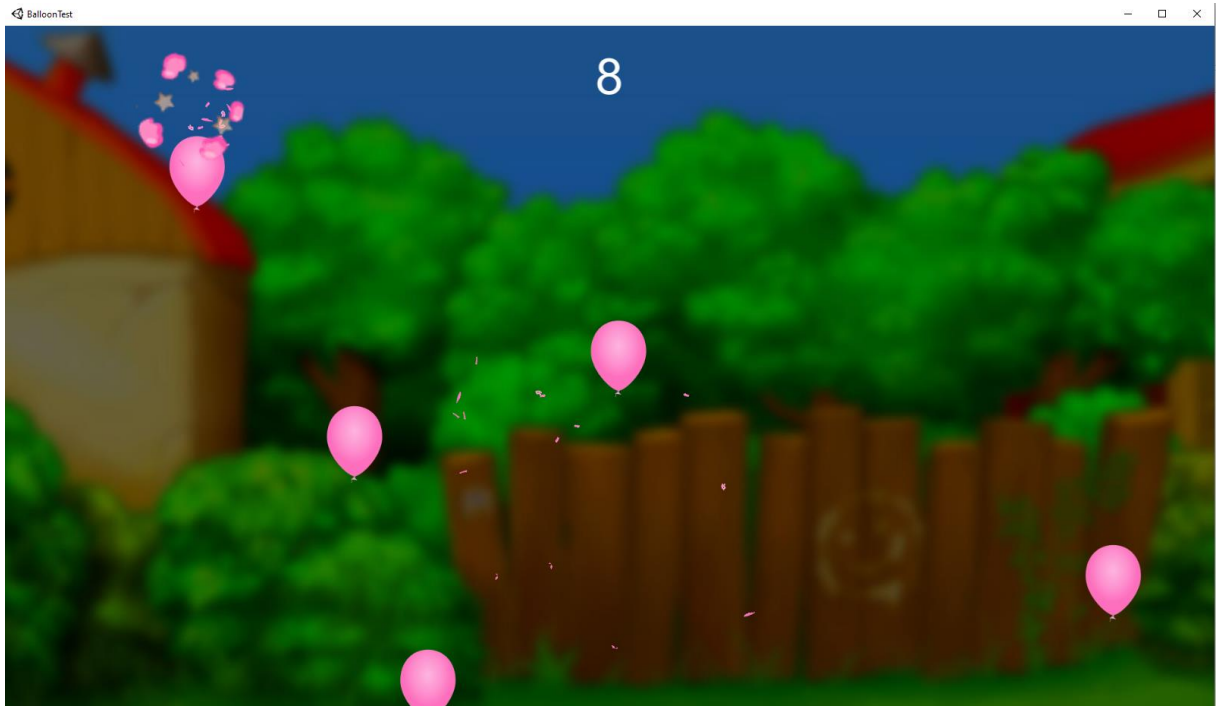# Unity 2D Practical Test - Balloon

In 90 minutes, your task is to complete the gameplay of a mini game - Balloon.

You can see the demo for reference. Here's a screenshot:

I.   Gameplay:

Balloons are spawned randomly at different position from the bottom of the screen, and fly upward with different velocities. When the player click on a balloon, it'll pop and the player earns 1 point. The balloons pop with animations and generating falling particles.

II.   Given assets:
1.   Game background:

Resolution: 2605x1080, 24 bit

2. Balloon:

Resolution: 100x126, 32bit

3. Explosion animation sprite:

Resolution: 500x200, 32 bit

Size of each slice: 100x100

4. Fragment (for particle effects):

Resolution: 100x20, 32 bit

Size of each slice: 20x20

III.   Your task:

No.	Task	Detail	Points
1	Basic	Setup scene and main camera	10
2	Game logic	Balloons are spawned randomly and fly upward	10
		When the player click on a balloon, the balloon disappears and the player earns 1 point	10
3	Animation	When the balloon pops with animation	20
4	GUI	Display player's score at the top of the screen	10
5	Coding	Clear coding style	20
		Clear algorithm	
		No hard code	
6	Bonus	Game window can be resized and balloons are only spawned inside game window	5
		Create particle effects when the balloons pop	5
		Use object pool for spawning balloons	10
		Total	100