

# TEST – GAMEPLAY DEVELOPER

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## Foreword

As a part of the Game Lab team at Gameloft, you'll have to:

- Fast prototype games using Unity.
- Be part of small productions (2-3 months top).
- Be versatile and autonomous.

## Goal

For your test, you will have to choose between one of the two games below:

- [Disc Arena](#): an arcade block breaker
- Rogue Road: an endless drive & shoot

You must reproduce the selected game: focus on the **core gameplay** and what seems important to you. Pay attention to **feedbacks** and **readability**. Don't waste time on an option menu or a shop, for instance. **Do not add sound**.

## Timeline

You have **3 days** to complete and send us the test back.

## Requirements

The game must be developed:

- **With the Unity project provided** (version 2020.3.30f1)
- For mobile devices (IOS/Android) with touch controls
- Under version control (GIT)

The build must be polished / stable and meet **60 FPS**. The code must be readable and maintainable.

**Note:** A Unity3D project using **Universal Render Pipeline** will be provided, you will find **assets** that belong to the games; it is **highly** recommended to use them. You can add enhanced graphics, animations, vFX, etc. at your own discretion. You will also find Apk files and gameplay videos (you can test on an emulator if you don't have an Android device).

## Deliverable

You will send:

- An **Apk** of the build
- The entire **Unity project** as a zip with a release note. **Please remove unnecessary folder**.