

Unity Developer Task

Content

- Reference Scene
- Prefabs
- Materials
- Assets
- Mesh Collider
- Asset Bundle
- Unity Project
- Recommended Unity Version 2019.3

Objective – 1 (2 Points)

- Parse json “json-for-test” from Streaming Assets.
- Use data from “data/URL” to download Textures.
- Spawn these Textures in “SampleScene” Scene having “Grid Panel” Transform as a Parent.
- The UI should be in a 2 Column Grid Layout.
- Each spawned object has a Button.
- OnClick Event Button should open “Image Panel” and show the Selected Image inside “Image Panel”.
- Add a Back button to go back to “Grid Panel”.

Objective – 2 (3 Points)

- Parse json “json-for-test” from Streaming Assets.
- Load Asset Bundle testbundle.
- Use data from “data/positions” to load Prefabs mentioned in testbundle Asset Bundle.
- In “Reference_Scene” spawn loaded prefabs at the specified positions and rotations in JSON. Objective - 3 (4 Points)
- In “Reference_Scene” create 2 Camera modes, Walk mode and 360 mode.
- In 360 mode we require an orbit camera with single finger camera rotation, pinch zoom in zoom out.
- In Walk Mode we require First person controller which can be controlled by the joystick.
- There should be switching between the 2 modes by 2 different buttons. For Walk Mode and 360 mode, we have attached a video for the camera movement that we require in the output.

Objective - 4 (5 Points)

- Arrange all the assets dynamically in new scene identical to "Reference_Scene" through scripting.
- You would be given a reference scene of which you have to create a new scene exactly replicated by code.
- Reference scene consist of the above contents.
- You need to setup the new scene exactly like the reference scene with code. Initially your scene should be empty but after clicking a button, all assets should be placed on the transform same as the reference image

- Help: Transform of any assets like position, rotation, scale and hierarchy position should be same.

Optional Objective

- Create a local git repository and showcase your progress, methodology and workflow using git.
- Include the repository while submitting the test.