

TEST

Feature 1 - Player Collision

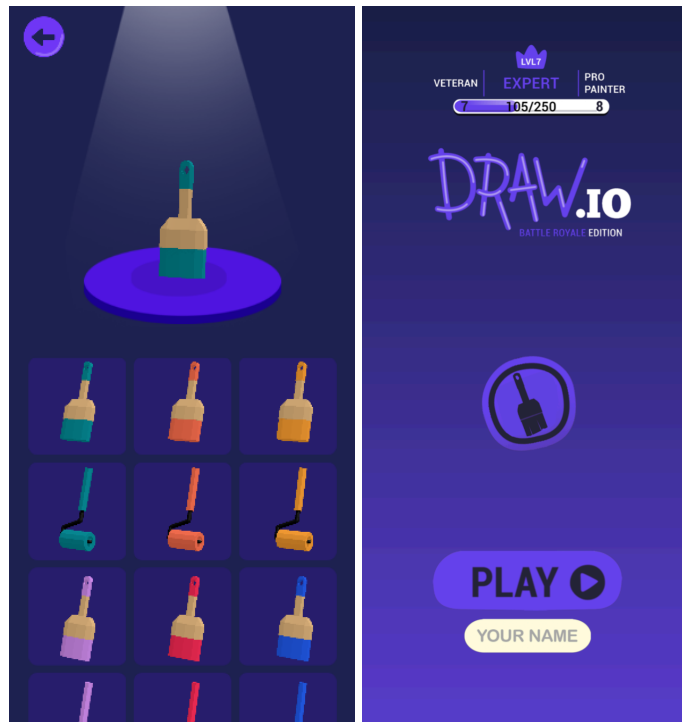
- Implement collision between the players so they can bounce off of each other during gameplay
- This new collision feature should be a fun addition to the gameplay.
- Optionally, you can emphasise the collision with for example an animation and/or particle effects.

Approximative Duration - 3 hours

In this exercise, we are trying to assess your understanding and use of the existing code base and your game feel.

Feature 2 - Skin Selection Screen

- Implement a new Skin Selection Screen (*see mock-up 1*)
 - The screen should contain a scrollable list with 12 different skins (using 2 models in 6 different colours)
 - All skins (in the scrollable list and on top of the screen) should slowly rotate
 - Optionally, you can enhance the screen with for example additional animations and/or particle effects.
- Replace the existing skin selection feature (present in main menu) with a button that opens the Skin Selection Screen (*see mock-up 2*)



Mock-up 1

Mock-up 2

Approximative Duration - 3 hours

In this exercise, we are trying to assess your understanding and use of the existing code base, how you save and load the users preference and how you integrate the 3D visuals. We'll particularly look at the functionality, but also optimization depending on the device used, and the UI Integration.

Also, the use of Code Base and the Code Clarity is part of the notation.

🎮 Feature 3 - Speed booster

- Implement a new kind of collectible that will appear randomly during the game among the existing ones
- This collectible should temporarily increase the player speed on collect

Approximative Duration - 1 hours

In this exercise, we are trying to assess your understanding and use of the existing code base and game feel.

Feature 4 - Debug Menu

- Implement a Debug Menu that is accessible via the Main Menu
- Within this Debug Menu, it should be possible to individually enable/disable the 3 features that you have implemented previously.
- When every feature is disabled, the game should be in its original state.

Approximative Duration: 1 hour

In this exercise, we are trying to assess the clarity and ease of use about this menu.