

## Code Test

Choose one of the following tasks or do both if you want. Plus, please answer questions on the 2nd page.

It doesn't matter if you copy & paste code from somewhere (please specify where you copied) or how much time you spend. You can invest as much time as you like but please send back the result within a week after you received this test.

Please keep these rules during your test

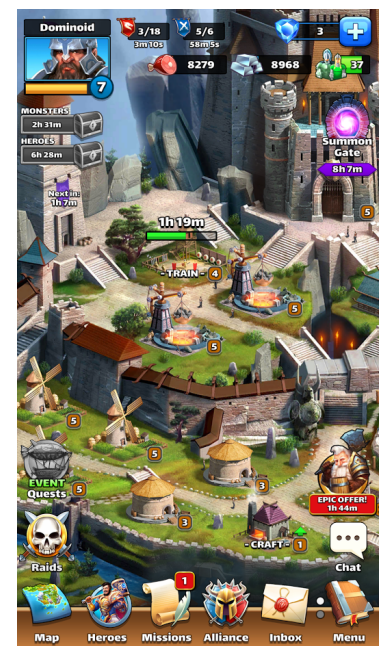
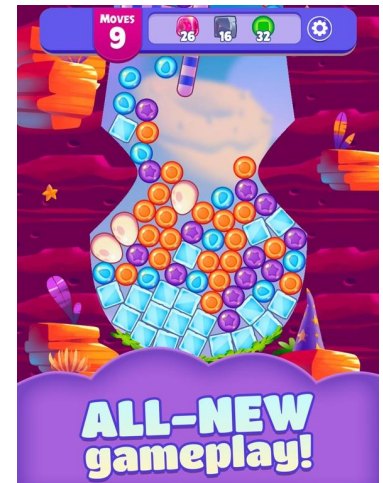
- Please deliver your result with a zip file or git repo with the complete Unity package (please use the latest Unity 3D)
- It would be very helpful if you can share your plan/dev log/explanation or any other document for the task or explain your intention
- Imagine you are having this task in actual work
- Please specify how much time you invested in
- Bonus
  - Polished result
  - Good code quality
  - Complete both tasks
  - Detail information delivered
  - Additional functionalities

A: Implement blast game core prototype

- A game like Angrybird dream blast

B: Implement pinch-zoom panning in UI

- Base building UI in Empires and Puzzles



Please answer the following after you play “Empires and Puzzle”. Please deliver enough information and explanation just like what we do in the normal game development process in the team. If you can notice another problem while answering the question, please suggest a solution for that problem as well. The deeper you go, the better point you get.

<https://apps.apple.com/app/id1117841866>

<https://play.google.com/store/apps/details?id=com.smallgiantgames.empires&hl=en>

1. What could be the best backend solution for this kind of game? And why? Please be aware you should consider cost, time, resources, and all other things as a part of a small team.
2. List possible problems and solutions for game security.
3. Which action needs to be verified with the server? And why?
4. Hard currency or inventory item used by the player! If you want to support this kind of action not only in online mode but also in offline mode, what could be a solution?