Alpha AI

Programmer Technical Test

For this technical test we would like for you to create a simple third person multiplayer where 2 players will be able to spawn in the same scene simultaneously and can be controlled with a third person controller. In addition we would also like for them to participate in an event together where both could compete with one another.

Features that must be included:

1. A multiplayer system where the player is able to host or join the game
2. Simple character selection where the player will be able to choose between a male and female character
3. Third person character controller and camera controls
4. A loading scene that will act as a buffer zone between scenes
5. Player v player interaction such as chatting between players (in game chat)
6. In game player UI system that shows each player’s name
7. Small mission event for both players to participate. For example: in the game scene, the host player can begin a gameplay event (mission) where each player could collect coins. The player that collects the most coins wins the game. The amount of coins collected by each should be shown by a UI.

Guidelines:

* You may use characters from the Asset Store however, both characters must be humanoid.
* Characters that are used must have animations (walk, run, etc) and that the third person controller must be able to make use of these animations
* You are free to use any multiplayer framework that best suit your skills.
* Once done the project should be delivered in 2 formats. A windows x64 build and the raw project file. Aside from that please include a video showcasing the project, in particularly how the multiplayer system works.
* You are given **10 days** from receiving this document to submit the files.