

Minar Test Assignment #1

NOTE:

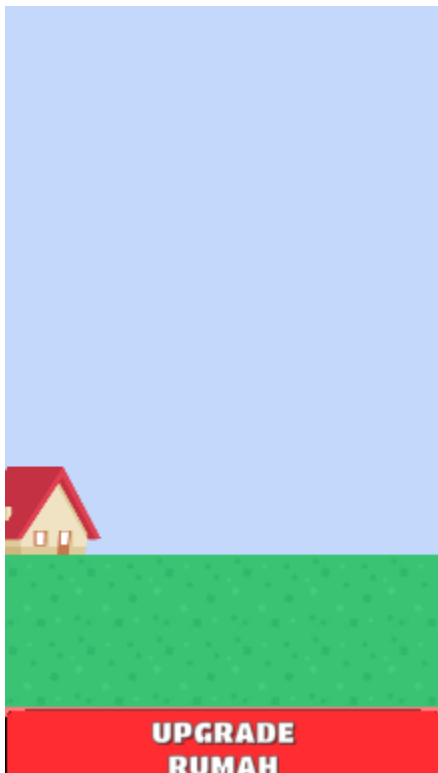
- Target build platform: **Android**.
- You are allowed to add methods and variables as needed in a script, but not a new script.
- Points are earned for layout setting, tank prefab creation and each task completion.
- You have 1 day to complete this assignment.
- Please put the **project files** and **build** on **repositories** like github or bitbucket, and share the link to us via email: support@getminar.com

TASK#1:

- Download and Unzip **minar-integration-test.zip** (located in the same folder as this assignment).
- Please upgrade the project to **Unity version 2021.2.7f1**.

TASK#2:

- Open the **Game scene** in the project.
- Set the game output to be like this picture below:.



TASK#3:

- Now we want to make each **“Upgrade Rumah” button click** to **increase the house level and size** (scale).
- For this task, use the scripts: *HometownContext.cs*, *InputManager.cs*, *HouseView.cs* and *HouseController.cs* as needed.
- Please use *HometownContext.cs* as the starting point.
- *HouseController.cs* will need to get UpgradeableData info (for the currentLevel and maxLevel) from *UpgradeableRepository.cs*.
- Use the *HouseView.cs* to increase the house size for every level up, until the house reaches the max level.
- Feel free to set the house size increment per level up.

TASK#4:

- Upon **clicking the “Upgrade Rumah” button** when the **house has reached maxLevel**, a **tank will be spawned at the house**, then automatically **move to the right side of the screen** and will be **despawned after that**.
- For this task, please use the scripts: *Spawner.cs*, *MoveableComponent.cs* and the previous scripts in task#3 as needed.
- Create a tank prefab, the tank image can be found in the Images folder (*tanks_tankDesert3.png*) and apply the script as necessary.
- Use *Spawner.cs* for the tank spawning and despawning.
- Apply an object pooling pattern for the tank spawning and despawning.
- Use *MoveableComponent.cs* for the tank movement.
- Set the tank spawn and despawn position as necessary.
- Feel free to set the tank speed, but please balance it with the tank pool.

Good Luck and Thank You.