

Test Case: Bonus Wheel (Unity)

Test Time Estimate: ~2-3 Hours

1. Description

Purpose of this test is to make a Bonus Wheel feature with a simple spin animation using **Unity** game engine for an **iOS** or **Android** app. Please use best practices and coding standards when architecting the project. The project should be pushed to a git repository, be able to compile and run on a real device.

*** Do not share/distribute any content related to this test project.**

The Bonus Wheel has 8 sectors each with a unique prize. The prize/sector has a special drop chance.

Sector	Prize	Drop Chance
1	Life 30 min	20%
2	Brush 3X	10%
3	Gems 35	10%
4	Hammer 3X	10%
5	Coins 750	5%
6	Brush 1x	20%
7	Gems 75	5%
8	Hammer 1X	20%



2. Assets

- Bonus Wheel parts and button
- Hammer
- Heart
- Coin
- Brush
- Gem

3. Unit-Testing

- Function for manually checking each sector as a real player.
- Output in file or console: emulate 1000 spins and group results by prize.

4. Bonus:

- Make good animation for the wheel spin and result.
- Works for different screen ratios
- Well written, organized code.
- Highly scalable code.

5. Deliverables:

Please send the following to Hongde Jin, hongde@tapblaze.com when complete

- Git repo URL.
- Video of finished bonus wheel spin running on an **iOS** or **Android** device
- Unit testing file if output-to-file is chosen for Section 3.