

Board Game Project

Overview

The goal of this test is to create a simple board game prototype within the given deadline.

The main time spent should be on showcasing your coding abilities by implementing clean, readable, and modular code.

We will provide a set of base visual assets such as UI elements, board tiles and a player model to speed up the visual implementation. We also provide Json files for the minigames described below.

NOTE: The UI implementation does not have to be a pixel perfect representation of the mockup, since it's not the main focus of the test. It is ok to do your own design if you feel it would speed up the development so you can focus on the code instead.

Game Concept

The game takes place on a looping, tile-based board like Monopoly, allowing players to make multiple passes around the board. The player begins on a starting tile of your choice. When a button is pressed, a random number of steps is calculated, determining how far the player will move forward. The player then animates along the board, stopping at the final landing tile.

There are 2 types of tiles:

1. Empty: When the player passes or lands on an empty tile, trigger particles and floating text displaying a numerical amount.
2. Minigame: When the player lands on this tile, trigger one of the 2 minigames described below.

There are 2 types of minigames:

1. Quiz: Displays a question with a set of answers loaded from a Json file that we provide. The player must make a choice within a given amount of time.

2. Flag Quiz: Displays a flag where the player must guess which country it belongs to. The player must make a choice within a given amount of time.

Requirements

- Provide a mobile-focused build that runs in portrait mode only.
- Utilize both DOTween and Unity animation clips.
- A modular and easily modifiable board layout. You may use any board shape (non-square). Implement at least 2 game boards using this modular system.
- Load quizzes from the provided Json files.
- Use Unity version **2022.3.18f1**.
- Create and share a public GitHub repository containing your solution. Please send link to the repository to andreas@geoguessr.com.

Stretch goals

- A structure that allows for multiple play modes (single player, hotseat, vs ai etc.) even if you only implement one of them. We don't require you to implement multiple game modes.
- Demonstrate how you handle multiple scenes by transitioning from a splash screen to the main game scene.
- Describe or implement how you would use addressables in the project. Such as loading quiz flags or other dynamic assets.
- Describe how you would implement quizzes to allow easy addition of new question and answer types.
- If you know Zenject you are encouraged to use it.
- If you have other ideas that will showcase your skills, go for it.