You are now working on a game called Car Driving Online. It's a car driving simulation game, where player can freely drive his car around, collecting stuffs, making stunts, and joining online with other friends (using Photon Unity Networking - PUN)

Physics

* You are about to implement the buoyancy effect for a special car type, which can move freely above the water level. How can you solve that problem using PhysicsX

Architecture Design questions

* You are about to implement the collection system, which handles 3 things : allows the designer to manually place tokens around the map, allows the player to collect those tokens by colliding with them, and allows the player to unlock new character skins / vehicle skins / etc when collecting enough tokens. How do you design that system, in such a way that least-dependant on other gameplay elements, because our current codebase is quite chaotic.

Networking

* The game uses PUN, each player updates his location to others. There is a reported exploit that allows cheaters to cheat by using Cheat Engine to speed up the game. How is that possible ? And what can you do to minimize impacts from that exploit?
* You are about to design the synchronization mechanism for the game. Each player controls a vehicle, which needs to sync properties below. How do you synchronize those properties?
* Position of the vehicle
* Rotation of the vehicle.
* Wiper State: 3 state - on , low, high
* Rear light State: 3 state: off , on , blink
* Sidelight State: 4 state: off, on , blink-slow, blink-fast
* Horn: player can press and release the horn button, to start and end the horn sound ( he sound continuously plays when player holds the button)