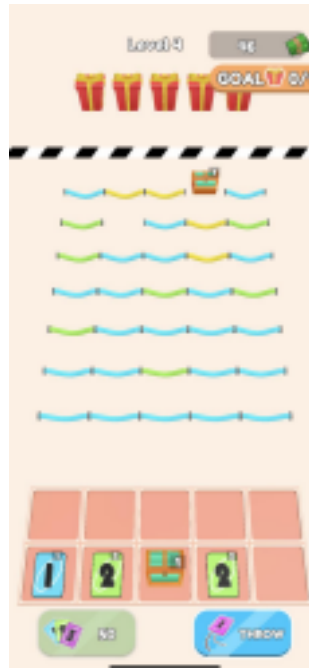


Brew Games Development Case

Description: We would like you to develop the game Cards and Ropes

(<https://apps.apple.com/us/app/cards-and-ropes/id1670085479>) that we tested a few months ago. Also the apk file will be shared with you. The main task is to clone this game, however, since the game is dependent on the rope asset, you are not required to use the same asset. Instead of the ropes you can just use primitive obstacles, walls etc. it is highly up to you. The main task is to clone the game with all the level passing saving etc. so please be aware of the logic and reverse engineer when you need to.



Requirements: When you play the game, you will see that there is a board on the bottom of the screen. This board will contain cards you buy and merge, also the chests that you collect throughout the levels. The both types can be merged together (cards with cards, chests with chests). Chests also can be opened if you click to them and they will give you another card depending on the level of the chest. When the level is being loaded, the state of the board will be saved and the chests you collected will now be a part of the board. If you collect a chest but are not able to pass the level, the chest should be deleted from that level with the reload. (You can observe all these with the apk that has been shared with you.) Main things you have to focus are:

- Level generation and the loading logic.
- Handling the card merge, chest merge, chest opening and saving the state of the board. -

Also as a bonus:

- Please try to use DOTween in the project.
- Please try to add understandable commit messages on your Github Repository.
- All the juicy things (Particle effects polishing etc.) you can add to the game are up to you

and will have positive effects on the grading.

- Although we know that it is not necessary in the context of this project. Please try to use multiple/additive scenes where it makes sense in your project.
- You can add a dynamically difficulty adjusted level generation after 10 levels.

Submission: Please create and share a public github repository with alper@brew-games.com. Also please provide an android or windows build with your submission.