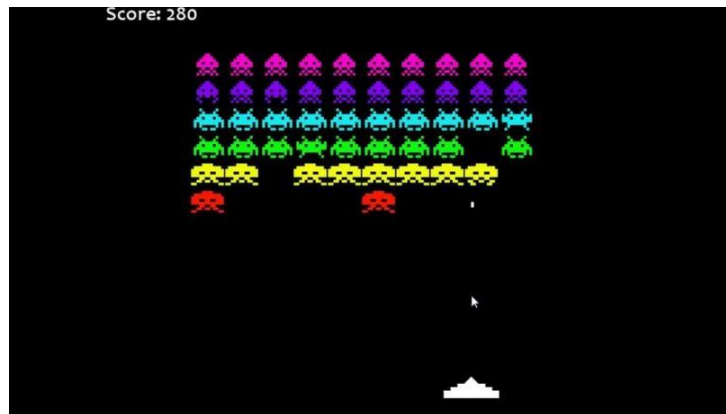


Gleechi VR Developer Assignment

Task

Create an invaders-like game. The final result should look similar to this:



Requirements

- The player can control the ship (situated in the bottom part of the screen):
 - **Left/Right keys** for side movement.
 - **Space** to fire projectiles.
- The enemies have the following movement pattern:
 - from **left to right** and from **right to left**.
 - The pattern starts in one direction and, when a side of the screen is reached, it changes to the other direction.
 - When the direction is changed, **all enemies go down** one row.
- Implement **projectile collision with the enemies** which will destroy them on impact.
- Each **enemy destruction** contributes to a score situated at top of the screen.
- Implement **win/lose conditions**. **Win** when no enemies are left, **lose** when they reach the player.
- [Optional] have an intro/ending menu.

Hints

- Try to be creative and improvise if something is not specified.
- Code quality is important. Also how the project is structured is relevant.
- Use any graphic models you want, 2D or 3D.
- We encourage you to ask us further questions regarding the project.

Deliverables

- The complete Unity project.
- A build containing an .exe that can run on Windows.
- A short summary pdf containing the thinking process and the steps took in order to reach the final of the project.