

Unity Game Developer Intern Job Test

Welcome to the Game Developer Intern job test! In this exercise, you will be creating a simple yet fun 3D game using Unity. This exercise will evaluate your skills in game development.

Game Concept:

Create a simple 3D game called "Roll a ball" In this game, the player controls a rolling ball that must navigate through a 3D environment to collect gems while avoiding obstacles and pitfalls.

Game Mechanics:

Player Control: Implement the movement of the rolling ball using arrow keys or touch controls.

Collectible Gems: Place gems throughout the game environment. The player's goal is to collect as many gems as possible within a certain time limit.

Obstacles: Populate the environment with obstacles, such as moving spikes, rotating barriers, and infinite fall that the player must avoid.

Scoring: Implement a scoring system to keep track of the number of gems collected.

Timer: Add a timer to the game to limit the player's time. When the time runs out, the game ends.

Game Over: When the player falls out of map or runs out of time, show a game over screen with the player's score.

User Interface (UI):

- Create a simple main menu with options to start the game and exit.
- Design an in-game UI that displays the player's score and the remaining time.
- Create a game over screen that shows the player's final score and provides options to replay or return to the main menu.

Requirements:

Implement the game using Unity and C#.

Implement scoring and timer mechanics.

Design a user-friendly UI with a main menu and game over screen.

You can add your own creativity.

You are free to use any assets from the assetstore and other websites. You can follow any tutorials, documents, etc. Feel free to make most use of the internet.

Submission:

When you have completed the task,

Upload your project to GitHub. Make it public so that we can access it. You can find tutorials on how to upload project on GitHub on YouTube.

Write clean code with simple comments.

Mention time required by you to create this game in hours. You can complete the given task in your own time (no strict submission time).

Any additional notes or improvements you can add to game to make it fun exiting and ready to publish.

Evaluation Criteria:

Game functionality and adherence to the given concept.

Code quality, project organization, and comments.

User interface and visual design.

Creativity and innovation in the game.

Good luck, and enjoy the process of developing the game! If you have any questions or need clarification on any aspect of the exercise, please feel free to ask.

<https://discord.gg/n7zzWKXrx2>