



## Game Development Assessment questions

### PLACEMENTDOST

#### Note:

Please be advised that these assessment inquiries are designed to accommodate interns with diverse skill levels, ranging from novices to seasoned analysts. Should you encounter any challenging questions, you are encouraged to seek solutions independently or reach out to us for assistance at [Intern@Placementdost.com](mailto:Intern@Placementdost.com).

Best wishes for success in completing the assessment!

1. **Create a Player Movement Script:** Write a simple C# script in Unity to allow the player character to move left, right, up, and down using the arrow keys or WASD keys. Ensure smooth movement and collision detection with the environment.
2. **Implement Basic Enemy Behaviour:** Develop a basic enemy AI script in C# that makes the enemy character move towards the player when within a certain range and stop when the player is out of range. Add collision detection to trigger damage to the player upon contact with the enemy.
3. **Design a Collectible System:** Create a collectible item (e.g., coins, gems) in Unity and write a C# script to handle player interaction with the collectible. Implement logic to detect when the player character overlaps with the collectible object and increase the player's score upon collection.
4. **Build a Simple Obstacle Course:** Design a straightforward obstacle course level using Unity's built-in 3D shapes (e.g., cubes, spheres). Write C# scripts to move obstacles back and forth along predefined paths or rotate them periodically to create challenge and variety.
5. **Add Audio and Visual Effects:** Enhance the game's audio and visual feedback by adding sound effects and particle effects using Unity's audio and particle systems. Write C# scripts to trigger sound effects (e.g., footsteps, coin pickup) and particle effects (e.g., explosions, sparkles) in response to specific game events.

**Project:** Build a 2D Platformer Game in Unity