



The test project is in the form of a game inspired by “Space Invaders”. Unity version must be 2019.4.20.

The purpose of the game:

- We have the ship at the bottom of the screen, it moves as you touch the left and right of the screen.
- Ship fires several times per second, bullets move towards enemy ships
- Enemy spaceships are lined up on the screen and they are approaching the player over time. Enemy ships are destroyed in contact with bullets.

Game controls:

Movement of the ship to the right and left with the arrow keys. Shooting with the space key.

Desired features:

- While developing the game, we expect you to write easily understandable and developable code that is compatible with the basic game design pattern concepts. **This is really important.**
- Object pool must be used.
- Graphics are not important; you can find them anywhere and use them.
- **A unique feature** (e.g., When pressing the “A” key, the bullets you shoot for 5 seconds will not be destroyed on the first enemy ship it hits, and will destroy all ships along the way.) (Usable only one-time).



Duration: 5 days (Finishing early will be taken into account)

Do not hesitate to add features that you think will contribute to the gameplay besides the desired ones.

Evaluation will be made by the delivery time of the project, code and gameplay quality.

After you are done with the project, you can send the GitHub or Gitlab link to mert.kirbas@roofstacks.com.