

## **Unknown Worlds Programming Test**

Please create a small GUI system that supports buttons, check boxes and text boxes. You should approach the problem as if this GUI system was going to be used for in-game menus.

We have provided a very simple Javascript/HTML5/Canvas interface for drawing text and rectangles. Feel free to modify or add to this base. Please avoid using external libraries such as JQuery in your solution and if you include code that you did not write make sure it is labeled.

We are interested in your ability to architect a system and write elegant, robust code. We are not testing your mastery of the Javascript language. We have chosen Javascript for this test because of its similarities to Lua – our main language for gameplay programming -- and because it provides a readily available platform for handling rendering and input (i.e. a web browser). You do not need to worry about making your solution compatible with multiple web browsers.

We have left this task open ended so that you can demonstrate your programming style. While you are free to go beyond the features requested, we do not expect you to spend more than 5-8 hours on the test. We would much rather see a solution that is perfectly crafted than a feature rich solution that does not represent your best coding effort.

Please send your cover letter (very important!), resume/CV and your test to:  
[jobs@unknownworlds.com](mailto:jobs@unknownworlds.com)

<http://www.unknownworlds.com/jobs>