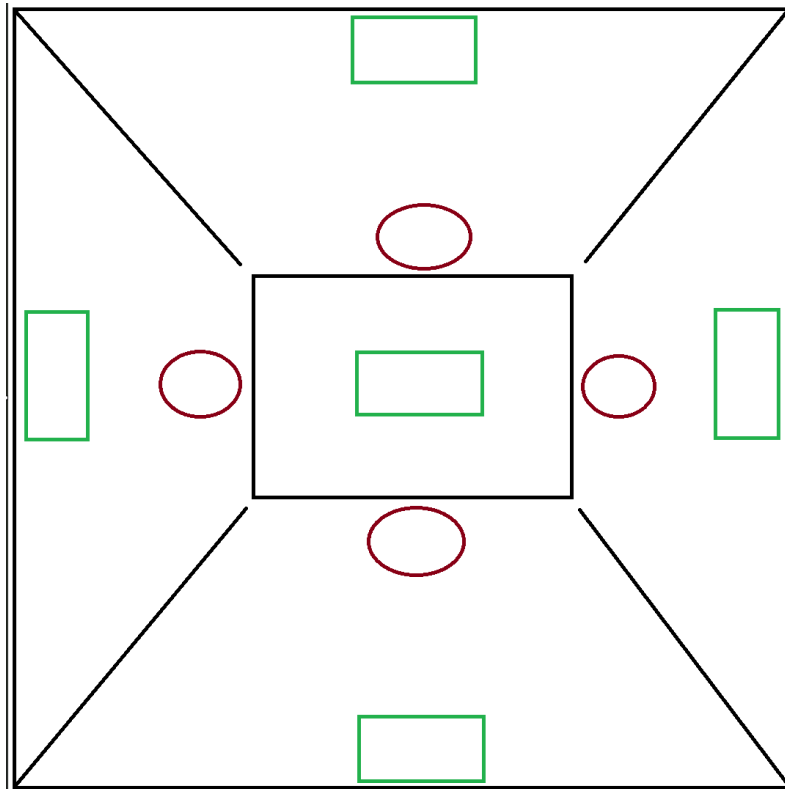


Exists Unreal Engine Developer Test:

Objective:

Develop a simple game using Unreal Engine 5.2+ with C++, following the requirements detailed below. The game will involve a third-person character interacting with the environment and items on the map.



Game Specifications:

1. Map Design:

- A square map with green squares and red circles representing specific elements.
- Green squares denote health pickup spawn points.
- Red circles represent jump pads that propel the character towards the center platform.

2. Character:

- A third-person character should be used.
- The character will periodically receive damage every N seconds.

3. Gameplay Mechanics:

- **Health Packs:**
 - Health packs randomly spawn at green squares.
 - Health packs restore health when picked up.
- **Jump Pads:**
 - Jump pads located at the red circles should launch the character towards the central platform.

4. Score System:

- Upon the player's death, display a widget showing the top 10 scores.
- Scores should be saved locally.

5. Multiplayer:

- The game should support at least two players in multiplayer mode.
- All interactions (healing, collision detection, etc.) should occur on the server side.

6. Pick-up Manager:

- Implement a pickup manager using C++ to manage the spawning of health packs:
 - Spawns health packs at a random green square position.
 - Tracks the destruction of health packs to spawn new ones.

Development Guidelines:

- The game should be built using Unreal Engine with C++.
- Use the third-person template as a starting point.
- Focus on implementing the above features to demonstrate skills in game mechanics, networking, and Unreal Engine's system usage.