

# Space Invaders

## Your mission

... is to implement a Space Invaders game. Your implementation will then be used as the starting point for a programming/technology discussion.

## Constraints

You shall implement the game using a recent version of Unreal Engine 4.

Build the game using Unreal's regular 3D rendering pipeline. Do not rely on the Slate UI for displaying all graphics.

Minimize your use of Blueprints. Use C++ as much as possible.

## Goals

Make an enjoyable game.

Write robust and correct code.

## Time bounds

We recommend spending 8-16 hours of effective development time on this, assuming that you are familiar with Unreal Engine since before.

## Deliverables

Provide us with the following:

- The Unreal project
- A packaged build
- A brief write-up of your experience

Good luck!