Interview Task: Juicy Button Game

Goal:
Create a game centered around clicking a button, using Unreal Engine.
The main focus is making the button feel as juicy (satisfying, polished, engaging) as possible.

Requirements:
- Engine: Unreal Engine (UE 5.5.4).
- Clicking the button must feel extremely satisfying.
- Use visual effects, sound effects, animations, camera effects (screen shake, zoom, etc.).
- You can expand creatively: unlockables, progressions, surprises, etc.

Additional Requirements:
- Include at least one custom Material (created or customized by you).
- Include at least one Niagara System used meaningfully in gameplay.

Hint:
As your button evolves during the game, organize different behaviors or effects in a way that would be easy to expand later.

Evaluation Criteria:
- Juiciness of the interaction.
- Polish and attention to detail.
- Creativity in expanding the gameplay.
- Code and Blueprint organization (modularity, readability, scalability).\

Timeline:
Deadline: 2 weeks after receiving the task.

Delivery:
- A packaged build for Windows.
- A Video showcasing the game
- The Unreal Engine project files (.uproject + Content folder).
- A short README with:
    - Basic controls (how to play),
    - Main features of your project (what you implemented and why),
    - How the project is structured (major systems/logic overview),
    - Why you chose this structure (justify architecture and system design),
    - What you did for optimization (even small actions),
    - Anything else you think is important for us to know.