



# Projet Final - Debug & Amélioration - Unreal Engine 5

## Introduction

You're an Unreal Engine 5 developer for hire.

Your mission: fix a broken UE project that your client can't open or play anymore. Several brave souls have tried before you... and failed. You're officially their *last hope*. No pressure.

To guide you, the client has provided a reference video showing how the project *should* look when it's finally working: <https://youtu.be/Qwma3IKDFCQ>

On top of getting the project back on its feet, the client would love for you to leave your mark — by adding one or more new features. Something cool. Something that says: “I was here.”

The project is running on Unreal Engine 5.4.x.



GITHUB DU PROJET : [https://github.com/Vasrek/Berlin2025\\_Sprint6](https://github.com/Vasrek/Berlin2025_Sprint6)



## Open the Project

The project won't open. At all. Your client has tried everything—from verifying files to sacrificing coffee to the Unreal gods—but nothing works. Your first challenge: just get it to open.

## Test the Project

Clicking "Play" results in a whole lot of nothing. No player, no game. The character doesn't spawn or move. Something's clearly broken in the startup logic or player setup.

## White Crystal Mystery

All the crystals are surrounded by a weird white outline. It's not in the original vision, and unless this is secretly a sci-fi toothpaste ad, it shouldn't be there.

## Crystal Music is Dead

Crystals used to play sounds. Now? Radio silence. No feedback, no ambiance—just the cold void. You'll need to restore the crystal's sound triggers.

## Interaction is Broken

Interacting with crystals? Not happening. No matter what button you press, the game pretends you're not even there.

## Puzzle is Useless

According to the reference video, the crystal color puzzle should trigger something when the correct combination (red, blue, green) is entered. Right now, it's just lights with commitment issues. Even with the correct inputs—nothing happens.

## Optimization Purgatory

Despite your valiant fixes, performance is still stuck in the Unreal basement: 10–20 FPS in a nearly empty scene. Something's clearly hogging resources, and it needs to be hunted down and exiled.

## Your Features

Your client is overjoyed—the game finally works again, just like it was meant to. Now it's your time to shine:

You're invited to add new features that leave your signature on the project. Be creative. Inventive. Weird, even.



As long as it fits the project and includes proper feedback (visual/audio), it's fair game. Think of it as your personal bonus level.

## ⚠ Debugging isn't the finish line

Getting the project to run is important. It's the foundation—the expected baseline. But what will truly shape the final evaluation isn't just what you've *fixed*, but what you've *added*.

The client values stability, of course. Yet they're also looking for initiative, creativity, and that small detail that makes a developer stand out.

So yes, make it work. But then, take it further.

## 📦 Final Delivery

You must deliver the following to your client:

- A zipped, downloadable build (via Swiss Transfer, Google Drive, or similar)
- A full GitHub repo of the project

The client values *punctuality*. You have until **(check discord to get the final deadline)** to submit everything. Miss the deadline, and the client will assume you've ghosted the project... and not in a cool, spectral way.

The client also values *quality*. If any of the following bugs are found:

- Soft locks
- Game crashes
- Horrendous optimization

...they'll lower your rating on the platform where they hired you. Ouch.

And just a heads-up: if you can't answer the client's questions about your own code, they may suspect you outsourced the work—which was **not** part of the deal.

If that happens, the contract may be cancelled, and, out of sheer spite, the client might leave a rating of **0/5** for *both* you and your mysterious behind-the-scenes accomplice.

Yes, on the same platform. No, they're not kidding.

