Big Moxi Games – Engineering Pre-Interview Exercise:

BACKGROUND:

Although we are a studio that develops games for a vast range of platforms, languages and clients, we have for the past several years come to focus on Unreal Engine as our platform of development of choice.

As such, we have developed this simple pre-interview exercise where you as a candidate have the opportunity to show us how quickly you can learn and produce something workable in the platform that we use in the office every day.

OBJECTIVE:

Download any version of Unreal Engine 5 on the Epic Games Launcher:
https://store.epicgames.com

Using as base the First Person template from Unreal Engine, create a multiplayer capture the flag game.

The purpose of this exercise is to determine whether you are capable of learning and showcasing the basics of the architecture of a multiplayer project in a relatively short amount of time, and your ability to research and work independently. For those with a lot of existing Unreal experience, we encourage you to try and show off.

REQUIREMENTS:

* Multiplayer can be run as a listen server or dedicated server (you can choose);
* Each player joining the game must be assigned to the red or blue team;
* The flag should start the game at the center of the map, between the team bases;
* Players capture the flag by walking over it and score when they enter their own base holding the flag;
* When a player dies, they drop the flag at their current location;
* When a player scores, the flag returns to the original location;
* When a team scores 3 points, the game resets.
* **Use blueprints only for data settings and UI**

OPTIONAL:

Though not required, it certainly won't hurt if you include at least some of the following:

* A simple UI using UMG for displaying the game score;
* A more advanced scenario (multiple spawn points, team colors, etc);

* A simple implementation of the Gameplay Ability System;

TIMELINE:

We usually ask candidates to try to start & finish this project within a week.

We do not expect this to take an entire week of dedicated work, we understand you also have a life and aren't yet working for us.

Please do report the approximate number of hours spent to complete the test as part of the submission.

SUBMISSION:

* Please, submit a link to the completed test to your recruitment contact at Big Moxi.
* The submission must be a .zip containing the entire project (delete Binaries, Intermediate, Save and the .sln)
* Add a .txt with the approximate hours spent and any additional comments.