



# Unreal Engine Developer

Congratulations on advancing to the take-home test stage! This test evaluates your ability to jump into a complex Unreal Engine Project, locate bugs and other issues and rectify them. It will provide you the opportunity to demonstrate several key UE skills. Whilst there is no time limit, expect to spend 1-2 hours on this task.

## Background

For the purposes of this case study, you are a game developer working on Epic's newest game Lyra. Your team lead has notified you that some players have noticed intermittent hitches, it is your responsibility to fix the issue and package the game.

## Objectives

- Find the cause of the hitch and fix it by moving it from blueprint to C++, whilst maintaining the same functionality
- Build and package the game for a Windows machine
- Test the build to ensure the hitch doesn't persist

## Resources

The case study files can be downloaded from this link.

[https://www.dropbox.com/scl/fi/gye8nc0ce9cv0jc9o1azb/Sportable\\_CaseStudy.zip?rlkey=rjuhslcbepwyx5duacw2l79wx&st=frtkj9qh&dl=0](https://www.dropbox.com/scl/fi/gye8nc0ce9cv0jc9o1azb/Sportable_CaseStudy.zip?rlkey=rjuhslcbepwyx5duacw2l79wx&st=frtkj9qh&dl=0)

## Deliverables

Please create a public git repo to contain all your work:

- Push the sample project initially
- Commit each bug fix as you work through them.
- When you have finished upload a zip folder containing your package.
- Document your process as you work through the case study and upload this to your repo as well.