**Gameplay Code Test**

You have 1 week from the time you receive this test to implement the following steps to the best of your ability. Don’t worry if you have no UE4 experience, this will be factored in when reviewing your work.

This test is primarily about the design of the feature you choose to implement and your ability to implement that design within the timescale provided. When implementing and iterating your project, focus on trying to demonstrate a **fun core loop**.

Steps:

1. Download and install UE4, starting a new “First person project”. Make sure you select “C++” in the projects tab, so you can add code to your project.
   1. <https://docs.unrealengine.com/latest/INT/Resources/Templates/FirstPerson/index.html>
   2. ***Please include your own name in the name of your project***
2. Implement an enemy AI that can be shot and damaged with the default gun
   1. <https://docs.unrealengine.com/latest/INT/Engine/AI/BehaviorTrees/QuickStart/14/index.html>
3. Make the enemy able to attack you in some way
   1. How this is done is up to you, it could be a gun or a melee attack or anything else you can think of
4. Implement and iterate upon ***one*** of the following **key areas**:
   1. Add one special move or ability for the player character to make the combat more fun. (This could be a way of moving, a special attack, an upgrade, or anything else you can think of)
   2. Improve the enemy AI in some way to make the combat more fun
5. Make a level that shows off your combat system
   1. The level can be any size or shape, depending on what you feel best allows you to demonstrate the work you have done.
6. Write a brief description of your project, including:
   1. Description of your new feature in the **key area** you chose, and why you decided to go with it
   2. What is the design intention of your feature; how should it be played, why is it fun?
   3. The progress you made on this feature, and the technical approach you used
   4. How do you feel the feature has turned out? Did the design work as well as expected?
   5. What are the known issues with your implementation?
   6. What would you work on next to improve this feature further?
7. If possible, provide a video of you playing your project, so we can see how it is intended to be played
8. Zip up your project using the option in the UE4 editor menu, and return it with supporting documents
   1. Please upload your finished project to an online storage platform (e.g. google drive) and send a link so we can download it to: [**elli.shapiro@rocksteadyltd.com**](mailto:elli.shapiro@rocksteadyltd.com)