

# COAL CAR STUDIO PROGRAMMING TEST

## BRIEF

You are tasked with creating a basic VR level editor. You have a week to deliver this test but you should spend **no more than three to four hours on this**. You will be evaluated on your project organization and architecture, code structure and documentation, and general completeness of the requirements. A pre-configured repository that is ready for VR can be found at:

**<https://github.com/Coal-Car-Studio/ProgrammingTest>**

This repository is very much an optional starting point for those who are unfamiliar with XR development. If you have another framework that you are more comfortable with, you can use that instead.

## REQUIREMENTS

- Ability to spawn, delete, place, rotate objects
- Save and load levels from a file
- A way to locomote around the level
- VR support running at an acceptable framerate for the platform. If you do not have a VR headset, you can use the simulator

## DELIVERABLE

Link to a repository with commented code

A build of your project with a readme explaining how to use your level editor.