Unreal Developer Test

You will have 3 days to complete this task, from the time it was sent out to you.

The main intention of this test is for you to show basic knowledge in engineering and design needed to work as an Unreal Developer.

Requirements:
- Unreal Engine 4 (Version 4.22 or newer released version).
- Visual Studio 2019 (https://docs.unrealengine.com/en-US/Programming/Development/VisualStudioSetup/index.html).

Design and implement a prototype with the following features:
1. Movable Player Pawn
2. Weapon and shooting
3. Health and taking damage
4. Dying and respawning

The scene should contain at least two players that are able to shoot and kill each other.

How the features are working is totally up to you. It's totally fine if the player pawn is just a moving cube. It is important that moving and shooting feels nice and is implemented well (see Rating Criteria).

You're welcome to add any additional features you think would benefit the prototype. Please keep in mind, this test is not about **Quantity** but **Quality**.

Conditions:
- Unreal Engine 4.
- Must start from a blank project (no unreal template).
- C++ and Blueprints (at least 70% **must** be implemented in C++).
- No plugins or third party code.

Rating Criteria:
- Cleanly formatted, structured, expandable, and understandable code.
- Needs to work in multiplayer.
- How it feels to play the prototype.
- Graphical appearance will be ignored.

Results:
- Unreal engine 4 project playable in multiplayer with full game source code.
- Able to be shared somewhere with (Dropbox, Google Drive, ftp).
- Contains enough instructions for us to be able to start the game and evaluate it.

If you have any questions do not hesitate to contact us. Good luck!