

Unreal Engine Programming Assignment

Overview: Implement a feature to demonstrate your technical capability using C++ in the context of Unreal Engine in combination with Blueprints. The focus must be on extendability, readability and maintainability of the feature.

Design: The feature must implement simple multiplayer inventory system similar to games like (Any Souls, Silent Hill, Resident evil).

Final feature must consist of:

- Picking up/dropping down items;
- Reading item description;
- Using items;
- Screen with currently possessed items;
- Some items could be present only for one character (i.e. picking up object only removes it from player who picked it up);
- Characters must clearly indicate all of the interactions between them and items they interacting with (e.g. animation when picking up object or dropping).

Technical:

A simple third person template could be used as a start for the assignment.

An item should be a simple data object consistent of all necessary data required for displaying and interacting with object.

Pickable item in world should have small icon representing ability to interact with it (Simple WidgetComponent could do the trick).

Full networking support is required i.e. there could be several players interacting with different items.

Animations could be downloaded from mixamo.

Good luck!