

Code Test

Using FPS/C++ template from UE4, the candidate will propose a new gameplay mechanic.

We expect from the candidate a core fun mechanic and how she/he will iterate during one week with this mechanic.

A few examples might be (not required): a challenging AI, add a unique gadget, create a new game mode, etc

Include a small level that showcases your feature.

Think about which parts of your code should be implemented in C++ or blueprints.

If you don't have experience with Unreal don't worry, that will be considered when evaluating the test.

We want to evaluate your programming skills so keep in mind:

- * The feature design
- * Implementation
- * Performance
- * Integration within the rest of the game

Deliverable will be a Zip file made with UE following the instruction:
File/Package Project/Zip Up Project

Name convention: GamplayProgrammer_CandidateName.zip

You can use any free online filesharing service to send your test back to us like WeTransfer.

Duration: 1 week