

I completed this project within the 48 hours requested. Although it was incomplete, I thought I would need much more time to finish the project with the quality I wanted (about a week), so I decided to send the project as it was 48 hours after starting the project. Most of the time was used to generate the "CPP_Skatista" class: a customized "Character" model with its own functions for the proposed challenge, including but not limited to: Animations of riding the skateboard, acceleration, breaking and jumping logic (since I couldn't find any animation of jumping with a skateboard in Mixamo, and I'm not familiar with modeling programs to make the animation itself). This stage took about 18 hours of work (about one and half day of a total of 48, counting idle time) including code review and error correction. At the time the 48 hours were completed, I was working on assembling the character's skateboard, since the model comes fragmented into several parts, in addition, I had created a model of points that function as "TriggerBoxes" on the obstacles on which the player would jump, but as I was unable to complete the level design, I chose to remove this function, since it was not applied in the project. I would love to complete this project with the dedication and knowledge I have, but I would need more time than the 48 hours requested, so I chose to send the project to show my work, even if less than expected for the task.