

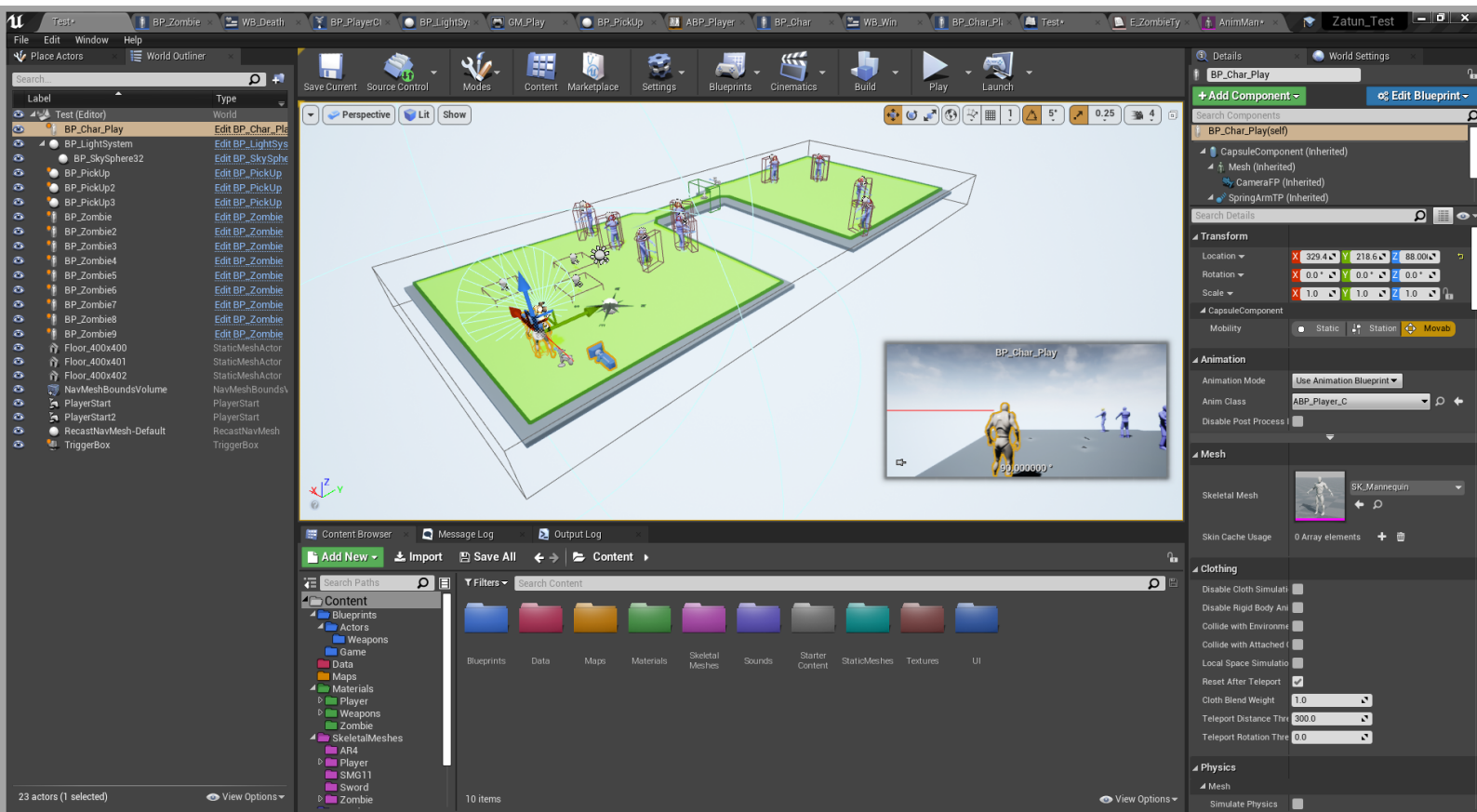
ZTest

I have made garbage. I know that. And me even sending you this, is criminal. Even though I had little faith that I would anyway be selected, I did want to try for the XP. And this has been an exercise in self assessment.

Seven days were more than enough to implement what you seeked. And I will never get another golden opportunity like this. My selection is not even a question at all.

They say to do impossible things, one must start with the possible, and then what is necessary. I have had been playing in mind for a long while about a third person movement system where the motion is relative to the camera view. That is pressing back, the character must move behind with the back to the camera, and not turn around. This I was inclined towards because I wanted the vision of the player camera be reflected by the character's own position. On hindsight I should not have spend too much time on this, to eventually use the default implementation. My thrust has been gameplay implementation. Just getting all the assets together was a hurdle I did not foresee to take this much time. Additionally as time expired, I lost the will to make a city scape as I imagined to.

I had imagined to send a "design document" if this went well. Only to at least explain some of the design decisions so far. But I won't dare waste you time further.



Assets Used

Weapon icons	game-icons.net/tags/weapon.html
Crosshair	felipekandek.wordpress.com/2017/03/09/post-3-crosshair/
Enemy Skeleton and animations (no ABP)	Advanced Locomotion System V4
Player animations (only sk_mesh and anim)	Animation Starter Pack
Guns	Deadghost Interactive (Deadghost Interactive)
Sword	Infinity Blade: Weapons

Nevertheless this has been a very good wake up call and revaluation of my learnings till now. I cannot ask you to search for any nugget of use in my submission because an incomplete work is a no work and the industry with its infamous crunch time needs on time and workable delivery.

Thank you for let me go this far!