

Skating Simulator

When I first got the project, I really liked the assignment, and I knew there are too many challenges to encounter here.

The first thing I did was to set a goal and make small do-able tasks to have a well aimed working time (I used [Trello](#)).

I wanted to make sure that I have as few blueprints as possible so I started a blank C++ project.

- SkateCharacter Class: This class sets up (camera, SpringArm, SkateMesh, character movement), also handles all input using the enhanced input system and handles looking around! (I know you can find most of this in the template, but I did this completely from scratch!) Time spent in this system is around 9 hours. PS: I usually handle this in the controller, but I'm still not that comfortable doing it in C++.
- AnimBP Class: This BP handles the states of the animations! (state machines, Modify bones, pushing states through interface).
- I imported all animations and I used the retargeting tool for the first time, (I'm not familiar with the retargeting process so I learned something new) Time spent in this system is around 5 to 6 hours.
- BP_Ramp: This BP handles adding scores when you pass through a skating obstacle, it has different children and each has his own mesh and points to score when you go through it. Time spent around 25 min.
- WBP_HUD: Very basic UI to handle the score, loose dependency using interfaces! time spent around 15 min.
- Extra: Integrating meshes, working on materials to match close colors, fixing collisions,... time spent 2 to 3 hours.

Total hours worked on the assessment is around 17-18 hours. To be honest, I'm sure that I can do better, there is a lot to polish, my process is usually to iterate and refine along the way.

I'm also proud of what I did so far. I chose to take this assessment without extra time to challenge myself, and see what I'm capable of doing in that amount of time.