MOVEMENT AND ANIMATION (7 hours): I modified the basic locomotion of the Unreal third-person template, adjusting animations to better align with player physics. I faced delays due to my ambitious approach to locomotion, camera movement, and overall player movement. I attempted to create a smoother camera behavior similar to Skate 3 but did not achieve a satisfactory solution.

For the Speed Up and Slow Down abilities, I used the Enhanced Input System to bind input actions and execute their respective logic.

- **Slow Down:** Activated by pressing the C key or the Left Trigger on the gamepad. It works by disabling movement logic through a guard when the key is held down.
- **Speed Up:** Activated by pressing the Left Shift key or the Right Trigger on the gamepad. It uses linear interpolation to increase the player's max speed when active and returns to the initial value when the input is released.

OBSTACLES AND POINTS (3 hours): Obstacles detect when a player enters and exits an interaction zone located at the top of the actor. Certain conditions must be met, such as the player being airborne and performing a valid jump, for the system to recognize the jump/trick as successful and request the game mode to add points to the player's score. The points awarded by each obstacle are adjustable within its blueprint.

LEVEL DESIGN (3 hours): Adjusting level details took longer than expected, mainly because I do not enjoy this task and find it challenging to be creative in level design.

Self-Evaluation: While the demo meets the required features, it could be more polished if I had not focused so much on implementing a complex movement system within the limited time. I also realized the need to deepen my understanding of animation logic within the tool.

Other systems, such as abilities and the points system, were implemented more smoothly, with concise solutions appropriate for the remaining time. The code is structured and organized, making it easy to understand.