The development of the functional skateboarding simulator game requested by the company was carefully organized into distinct sections. This approach allowed for simultaneous progress on various aspects of the project, maximizing efficiency and ensuring timely delivery. The sections were as follows:

- **User Interface (UI):** Designed and implemented within 4 hours, this included crafting an intuitive layout, creating visual feedback for player actions, and ensuring a seamless user experience.
- **Player Movement and Controls:** Completed in 3 hours, focusing on responsive character movement, smooth camera transitions, and intuitive controls tailored to the skateboarding gameplay.
- **Asset Importing:** Assets and animations from various external sources such as fab and mixamo were integrated into the project over a span of 2 hours
- **Version Control:** Changes were uploaded to GitHub during 2 hours dedicated to push separated commits into the repository.
- **Game Mechanics:** Developing core features such as obstacle functionality and a waypoint system required 4 hours. This included scripting dynamic interactions for obstacles and creating a timer-based waypoint collection mechanic.

The majority of the game's logic was implemented in C++ and the primary objective of the game is for players to collect all waypoints before the timer runs out, while simultaneously jumping over obstacles to earn additional points.

During the interview, I was presented with a comprehensive overview of the company's goals and their long-term plans for game development using Unreal Engine 5. This provided valuable insight into their vision and the innovative approach they aim to adopt, further solidifying my enthusiasm for contributing to their team and defining my personal goals as an unreal programmer.