

## SYSTEM EXPLANATION

The project uses ALS4 from the marketplace as a base for the locomotion. I then added a skateboard option to the stances and added the necessary animations. The mechanics of jumping, pushing, breaking, and doing tricks are all controlled by the "ALS\_AnimMan\_CharacterBP" asset. The coins call an interface event to the Game mode, which keeps track of the total score while also being responsible for updating the UI. I am usually more comfortable with using game modes instead of game instances for situations like these, but it all depends on what the project aims to be in the future.

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## THOUGHT PROCESS

A lot of the code and assets were taken from a project I worked on called "Interaction Isn't Explicit." It was published for the PS5 last month (February 2024), and it also has a board system. Consequently, the code and the structure used were fresh in my mind, and I was able to quickly make use of the animations, sounds, blueprint code, and UI to work on the required mechanics and systems.

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## IMPROVEMENTS

Although I was able to complete the project as required by Blue Gravity and show my knowledge of the engine, I think there's still some room for improvement:

- The character could control a bit better - I'm not used to playing with mouse and keyboard and tried to do the best I could within the deadline, but I could see why one would complain about the game feel.
  - Artstyle: I thought about using the same shader I used for the study - it's incredibly simple to set up, so I can update the project if the studio is interested.
  - The landing animation - I wasn't able to make the stake board landing look as good as the other animations, mostly due to time. I think with the proper assets, I'd be able to improve it a lot though.
- Overall, I'd give my submission a 6.5 or 7 out of 10.