System Explanation

The skateboarding simulator game was developed using Unreal Engine 5.4, focusing on creating an immersive skateboarding experience. Key features include character movement, jumping mechanics, speed control, obstacle interaction, and a point system. The character uses Unreal Engine's CharacterMovementComponent for realistic physics, allowing players to control speed, direction, and jumps. Obstacles detect collisions and award points, enhancing gameplay. The user interface, created with UMG, displays the score and provides a menu for starting, pausing, and quitting the game.

Thought Process

During the interview, I prioritized core gameplay mechanics, focusing on responsive controls and engaging interactions. I began with character movement to ensure smooth gameplay, then implemented obstacles and the point system to reward player actions. The user interface was designed to be intuitive and user-friendly, using UMG for seamless interaction.

Personal Assessment

I am satisfied with my performance during the interview, as I demonstrated proficiency in Unreal Engine and C++. The project was completed within the allocated timeframe, with each task receiving adequate attention to detail. The setup of Git for version control took about 2 hours, as I previously used other solutions for source control. I working full-time and had very little time after work to develop, completing the project over 8 hours in total. Here's the breakdown of time spent:

Character Movement and Controls: 2-4 hours

Obstacle and Point System Implementation: ~1,5 hours

UI, World Design and Integration: 2 hours

Git Setup: 2-3 hours

Overall, this experience allowed me to showcase my skills in game design, coding, and problem-solving, highlighting my ability to create engaging gameplay mechanics and aesthetically pleasing interface.