The project entailed developing a third-person game in Unreal Engine 5.3, focusing on a character navigating a skate park shed, with the gameplay mechanics including movements (W, A, S, D keys), jumping (space bar), dashing (left shift), and braking (ctrl). Points are earned by overcoming obstacles, displayed on the HUD. The character's default mesh and animation blueprint were modified to include animations like jump, push, idle, and move, controlled by a state machine. Additionally, the game features a music-playing actor and a pause function (P button).

Initially, to expedite development within the tight deadline, I chose the third-person template, proceeding to replace the character skeletal mesh and create a new animation blueprint. The state machine was straightforward to implement, and concurrently, I developed the main and pause menus, including their design and logic for character interaction. The final stages involved sourcing and creating assets for the map and widgets, enhancing the visual appeal.

Reflecting on my performance, I believe I delivered a solid effort, especially considering the constraints of working solo and the time available. While there's room for improvement, the project's requirements were met, with additional features to enrich the gaming experience.

In terms of time investment, programming consumed approximately 7-9 hours. Menu development, including design choices and asset creation, took around 4-5 hours. The remaining time, about 3 hours, was dedicated to asset selection, animation editing, and troubleshooting.

Overall, this project was a challenging yet fulfilling endeavor, and I am satisfied and somewhat proud of the outcome, recognizing both its accomplishments and areas for future enhancement.