

Unreal Programmer Task

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I started working on the main character by creating a basic functionality to have the character already in the game and be able to work with him ([this part was made by copying the code from a previous project to quickly start modifying it for the requirements of this prototype](#)) I also did a search and added the basic animations I would need. **5 hours**.

Having the project set up. I tried to fix an animation to get it in place, but I had to use blender, and it was going to take more time, so I better focus on the Player. I started with the player controller to separate the controls from the Character. I added the mechanics like pushing and breaking the skateboard manually. **6 hours**

I implemented a friction system that would stop the character gradually and not suddenly. ([I had some problems here when I was working on it, the power went out and some references were broken. I got a bit stressed by the situation, but the light came back on soon.](#)), After It I fixed the problems, and I continued working. **5 Hours**

The next step was to create the master object to create children and score points by jumping them. **3 hours**

All that was left was to implement the animations and create the map. I started with the locomotion. I wasn't satisfied with the animations, so I modified some of them, ([The one that took me more time was the push animation because it wasn't in place, I had to use blender to fix it, I saw a video on YouTube to fix it](#)), after this I implemented the code for the animations and locomotion. **5 hours**

To implement the map, I added a pre-made map and modified it to match the prototype. **4 hours**