

TIME TRACKING

Day	Start time	Description	Time spent
Friday	8pm	Project creation (Downloading assets, task organization, and conceptualization)	1h
Friday	9pm	Repository creation (Initial push)	1h
Saturday	7am	Setting up animation blending	3h
Saturday	10am	Character movement and camera rework	1h
Saturday	11am	Point system, letters system	2h
Sunday	10am	UI Set up	2h
Sunday	12am	Cleaning/micropolishing	1h

Thought process

I'm not the most artistic person so when I saw the interview and the additional resources I got a bit scare,

my thought process was to after reading the whole document and checking out the resources I had look for skating games (Tony hawks pro skating, SKATE, etc) I loved the idea and organize the tasks I was going to do.

For the movement functionality (My first task) I recycled the third person movement doing a few changes on how the camera was going to be handle then I started implementing the animations to see how it looked, after doing that I notice my mistake regarding the skateboard being push under the floor with the impulse animation, to fix this what I should have done was to make the skateboard the character mesh, and adding a socket on it to connect the avatar on top, this way the skateboard movements would have been smoother.

For the jumping mechanic I simply use the one of the character movement component, I made a few modifications so the jump felt a bit better and was different if you were speeding up or not.

Speedup mechanic was simple, just create the input action and by using the 'E' key the character max speed and acceleration would both change, the slow down one works the same.

for the points system I made a tracker that is listening when the obstacles get trigger, for an obstacle to get trigger player needs to overlap a collider on top of it and the touch the ground.

For the UI I was pretty simplistic, just have main/pause screen, the HUD and a gameover screen that gets trigger when the player collects all the letters of my nickname(Jukarena).

Personal assessment the performance

I worked on the assessment for about 14 hours (including time lost dealing with Git LFS). I feel good about what I delivered; obviously, the results would have been more spectacular with a level designer and a UI artist. I would have loved to have more time to work on this (a lot happened this weekend).

I'm eager to receive feedback on the assessment and to see how the team plans to use my capabilities.