

Creating a project from scratch is a unique aspect of software development, but when it comes to game development, it is the moment when a developer's imagination is at its peak, brimming with energy to make everything a reality.

Indeed, a skateboarding game is not something commonly undertaken. I myself had never attempted to create a similar game before. However, the experience was highly enriching, as it provided me with numerous insights into the concerns a developer must address to ensure the game is polished and well-finished.

As for the technical aspects of programming, etc., everything went smoothly. After all, I knew I didn't need to create a Tony Hawk's Pro Skater for the test, but I also didn't want to make something completely dull. So, in addition to gameplay, I incorporated a theme song that plays during gameplay by a Brazilian singer who is closely associated with the skateboarding scene in our country, Charlie Brown Jr.

Even though the project has some obvious gameplay issues, after all, it was done quickly over a weekend and on an unpaid basis, so I couldn't really put as much effort and dedication into this project. But I believe I achieved the goal of fulfilling all the requirements outlined in the test document.

I would like to thank the interviewer who conducted the initial conversation with me and clearly explained the test content, as well as allowing me to take it over the weekend. I hope to advance to the next stage and have an excellent technical discussion with other programmers who will undoubtedly be able to judge my seniority and suitability for the project accurately, so we can work together.

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