DBystrov_BGS_Task:

Ideology:

I wanted to work on the player's experience, not on realism If I wanted realism, I did it through the vector of acceleration forward And with such a system, it is easier to work on expansion That is, thanks to maneuverability, you can add something new.
It is also possible to easily control the parameters, they are mainly in the character, as far as the friction of the skateboard and the camera is concerned

How long did it take:

Most of the time was spent preparing inputs, movement logic and SpringArmComponent for playing in C++.

The implementation of animations took a maximum of an hour, most of the work was taken up by importing and rooting animations myself.

And the last thing had to be done is movement aesthetics, so I work with the movement component for an hour or two.

In general, it took 7-9 hours of technical work, otherwise I was thinking about how to make sure that I had time and it looked good, so I removed the ability to turn the player right and left from a place, for this you need to move the mouse so that he can turn, because I would have to work with animations longer, setting up IK.
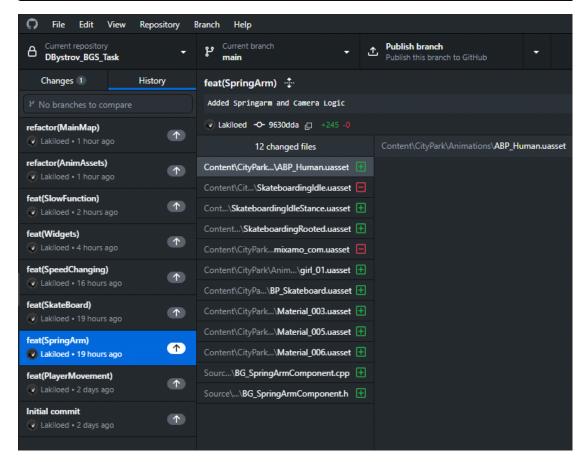
Also the widgets and the component for scores (so that it can be expanded in the future) was made in blueprints and with a delegate garter, Made in 10 minutes.

Working with GitHub failed, because I used the City Park template, and the project was large enough to push it. I'd prefer GitLab, which is faster and more reliable. But I made commits regularly, there are proofs. So spare and accept the zip with the EXE and the project.

```
O:\BackUp\DBystrov_BGS_Task>
O:\BackUp\DBystrov_BGS_Task>git branch -M main

O:\BackUp\DBystrov_BGS_Task>git push -u origin main
info: please complete authentication in your browser...
Enumerating objects: 1395, done.
Counting objects: 100% (1395/1395), done.
Delta compression using up to 16 threads
Compressing objects: 100% (1369/1369), done.
error: RPC failed; HTTP 500 curl 22 The requested URL returned error: 500
send-pack: unexpected disconnect while reading sideband packet
Writing objects: 100% (1395/1395), 3.81 GiB | 9.77 MiB/s, done.
Total 1395 (delta 111), reused 0 (delta 0), pack-reused 0
fatal: the remote end hung up unexpectedly
Everything up-to-date

O:\BackUp\DBystrov_BGS_Task>_
```


What I didn't have time to do:
 1. Add an IK so that the legs attach the socket on the skateboard.
2. The logic of the character's flight if he docks with an obstacle at high speed (I just laid the foundation for collisions). I gave up both ideas because of the time saving.

Thank you for reading this.