

Skateboarding Game

The game revolves around a character named Remy, who is an avid skateboarder and the star of this adventure. Armed with his skateboard, Remy explores an intricately designed map filled with hidden skateboards. The main goal of the game is to uncover and collect all the skateboards scattered across the map before time runs out. The placement of these pickups ensures an exciting journey, as players must navigate diverse challenges and uncover every secret corner of the environment.

Adding to the thrill is the countdown timer displayed on the user interface (UI). This timer constantly decreases, challenging players to move swiftly and strategically. The time limit creates a sense of urgency, requiring sharp focus, quick decision-making, and skillful navigation to complete the task successfully. This dynamic system makes the gameplay both exhilarating and engaging.

During the interview process, I outlined the system's core mechanics using only c++, creating classes specifically for their purpose and highlighted the interactive features that make the experience immersive. I emphasized the design philosophy behind the character's development and the map's layout, showcasing my ability to create engaging gameplay. I approached the discussion with clarity and structured reasoning, ensuring that my thought process aligned with the project's vision.

For this assessment, I spent approximately six hours working on the design and development of the game system. This included detailing the character's movement logic, conceptualizing the map's layout, and implementing the timer mechanism. The overall experience allowed me to demonstrate my technical expertise and creativity while maintaining a player-focused perspective. The total time invested in this assessment reflects my dedication to delivering a polished and enjoyable gaming experience.