

Self Assessment

When I first received the interview task, I spent the first few hours looking for skateboarding references online. I was inspired by [MitchMakeGames's attempt on remaking Tony Hawk's Underground](#). I decided that the game will require the player to collect items in the level in order to win.

No pre-written code or blueprints are re-used from other projects. The code in this project was written from scratch (with the Unreal third person template as a base). Also, [CodeLikeMe's skateboarding tutorials](#) have been a great reference of mine in setting up the character controls.

I break down and scheduled my tasks as follows:

Task	Time Used (Hours)
Set up GitHub repo	0.25
Search and import the game assets. <ul style="list-style-type: none">- I downloaded the character model and animations from Mixamo.- The environment props are from SketchFab and TurboSquid.- The sound effects used in the game are from Pixabay.	3
Set up the character movement in C++ <ul style="list-style-type: none">- Spent a lot of time trying to get the right feeling.- The control may feel sluggish because the main movement force is from the push animations.- It would be perfect if I managed to make the animation and skateboard more sync up with each other. I failed to implement the foot IK. The feet didn't collide with the ground properly.	7
Set up the animation blueprint	3
Setup the environment	2
Adding collectible and setting up simple menu	2
Playtesting and tweaking values	2

I rate myself a 6 / 10.

3D games are popular and the ability to work with 3D models proficiently is a valuable skill. My experience with implementing rigged 3D characters is limited as my previous [project](#) has no rigged character. This is a good chance for me to rehearse and pick up the required skills. I greatly appreciate this opportunity.