

I initiated the task by researching videos of skating games and observing closely their mechanics, visuals and overall playability. I've created a blank game project on Unreal Engine and a repository on Github with the basic config files (such as .gitignore and README.md). The last step of this initial phase included downloading the files provided by the company to start creating the game. This phase took me 3 hours to complete.

The basic movement mechanics are originally from Unreal Engine's Third Person Character pack, which retargets the animations from Mixamo to a character downloaded from CGTrader. This phase, which involved the creation of animation blueprints on Unreal Engine, took 2 hours to be completed.

Following the previous step, I gathered inspiration from graffiti on Pinterest to create a simple menu structure that made sense with the skating theme. I also created the button designs and the score counter on Canva. It took me 2 hours.

My biggest challenge on the project was the creation of the landscape as I didn't have previous experience with building scenarios. After 5 hours working, I became happy with the final result, which includes setting obstacles that reward points and the insertion of sounds (a "click" sound when you click on a button from the menu and a characteristic sound when you successfully score points).

Other features worth mentioning: the kickflip and getting the overall character's movement right took 1 hour. The parent class for the obstacle for point-rewarding took a little over 30 minutes.

Overall, I'm happy with the final result. The process was challenging, but I regard the result as a well rounded performance taking into account the time frame and the nature of the task. The final delivery includes a skate game with all the requirements met and even some additional features.