

## Challenge BGS

### *Building a skateboard game*

#### **Development:**

- The game was created in Unreal Engine 5.3 using Blueprints.
- I am the owner of the assets I created.
- My time spent on the development task was 27 hours.
- I spent 7 hours building the environment.
- I dedicated 20 hours to development work.

#### **Difficulties:**

- I obtained animation assets from Mixamo, but they were of poor quality. For instance, the running animation with the skateboard wasn't "in place," so I had to export and import them into Blender to remove many keyframes to "fix" and export them as a proper normal animation.
- There was a scarcity of good content on the internet regarding the mechanical skateboard system.
- I couldn't fulfill all the requirements, but I put in a lot of effort to deliver something of quality.