



UNREAL PROGRAMMER TASK

By Sebastian Posada

Good Afternoon, this has been an absolute experience, creating a functional game from scratch in 2 days was quite the journey and I'd be glad to share my thoughts.

When I got to meet Fresy on Tuesday I didn't know what to expect from this process, thankfully she was extremely professional and clear with the information, and I feel confident now that I really want to work for Blue Gravity Studios.

The task was something I personally haven't done before, the complete game and functionalities yes, but the time was another level, I managed to finish it (lacking some details I wanted to integrate) adding Localization, Main Menu Screen, custom SkatePark Level, PickableActor to score points, All needed for the Character to move, jump, sprint and all its respective animations and animBP.

All functionalities from game itself are written in C++, the Main Menu and some Minor things were done in Blueprints (for example those that needed a Timeline, was way more effective doing it on BP)

The system is Expandable thanks to building the Score functionalities in external actor components, keeping Casting to a minimum.

The main tasks addressed and the respective times were:

- Localization (UI & System): about 2 hours
- Main Menu: about 2 hours
- Main Framework in C++ for Game: 8 hours
- Character Functionalities, PointsActor, and score component: this was the most time consuming, about 10 – 12 hours.
- SkatePark Level: On a personal level, Art is my weakness and I haven't done anything like this in a long while due to working with artist in the latest years. This took me about 4 hours

Considering all the time described above, I took about 26 hours to complete this task, my main goal was 18 (two work days) but wanted to add things like localization and was still OnTime to deliver the task.

Thank you,

Sebastian Posada Moreno.