Development Process for Skateboarding Game Prototype

During the creation of the skateboarding game prototype for the job interview with Blue Gravity Studios, I employed a strategic approach to maximize efficiency and productivity within the given time frame. Several key factors influenced my decisions throughout the development process.

Utilization of Blueprints: I opted to utilize Unreal Engine's Blueprints for the majority of the development work. Blueprints offered a faster and more intuitive workflow for me, leveraging visual scripting to implement game logic and mechanics. Given my confidence and proficiency with Blueprints compared to C++, this choice enabled me to work more swiftly and effectively, ensuring timely completion of the prototype.

Time Constraints: Balancing the project with my full-time job significantly impacted the available time for development. With only 48 hours allotted for the task, managing time became critical. Despite this constraint, I managed to complete the prototype in less than 24 hours. This achievement underscores my ability to prioritize tasks, allocate time efficiently, and maintain focus under pressure.

Git Commit Strategy: Due to time limitations and past difficulties with Unreal Engine's integration with Git, I chose to streamline the version control process. Instead of making incremental commits throughout the development cycle, I opted for a single final commit. While this deviates from conventional version control practices, it was a pragmatic decision aimed at avoiding potential complications and ensuring a smooth submission of the completed prototype.

Room for Improvement and Final Remarks: It's important to note that while the skateboarding game prototype demonstrates functionality and potential, there is certainly room for improvement in the codebase. Due to the time constraints imposed by my full-time job and the compressed timeline for the task, the code may not be as optimized or structured as desired. Given more time, I would have dedicated additional effort to refining and optimizing the codebase for better performance and maintainability. Regarding the decision to primarily use Blueprints instead of C++, it was driven by the need for efficiency and timeliness. As someone who is more proficient with Blueprints and mindful of the limited time available, I chose the path that allowed me to deliver results within the given deadline. However, I acknowledge that this deviates from the specified requirement to use C++, and I appreciate your understanding of the circumstances. In closing, I want to express my enthusiasm for the opportunity to join Blue Gravity Studios
. Despite the constraints faced during the development process, I am confident in my ability to contribute positively to your team and to further enhance my skills in game development. I hope you will consider my application favorably, and I am eager to discuss any further details or questions you may have.