Marcelo R Barreto - Blue Gravity studios

During the interview process, I encountered a range of tasks and challenges that allowed me to showcase my skills and adaptability. The interviews were very positive, with professional and courteous recruiters who created a comfortable atmosphere. However, the technical test posed a significant challenge. I initially requested the test on Thursday but faced issues due to insufficient memory on my computer and an unexpected trip that left me unable to sleep. Consequently, I requested an extension and began working on the test today.

The task involved developing a skateboarding game in Unreal Engine 5, where I was responsible for implementing core gameplay mechanics and integrating input systems. The system required me to create and configure various classes in C++ to control the character's movement, handle input actions, and manage the game's score.

System Overview:

1. **Player Movement:** Implemented continuous forward movement with speed adjustments based on user input (W and S keys). Ensured the character's animation reflects movement states correctly.
2. **Camera Setup:** Adjusted camera positioning and orientation for a better view of the character, ensuring the camera follows and rotates with the player smoothly.
3. **Game Mode & Score:** Created a custom Game Mode to manage score increments upon collision with specific actors and developed a HUD to display the score.

Time Spent:

- **Initial Setup & Configuration:** 2 hours
- **Character & Input Implementation:** 8 hours
- **Camera Adjustments & Testing:** 1 hours
- **Game Mode & HUD Development:** 1 hour

Total Time Invested: 12 hours

Personal Assessment: While I faced technical difficulties and had to work quickly, resulting in some imperfections in the animation, I am pleased with the final outcome. The game functions as intended, with responsive controls and accurate score tracking. I acknowledge that some animations could be improved with additional time, but overall, my performance demonstrates both technical proficiency and problem-solving skills.