Development of the Skate Video Game in Unreal Engine (C++)

The development of my skate video game in Unreal Engine using C++ was a challenging but very rewarding process. I received the email at 1:30 p.m. (Bogotá, Colombia) and started by setting up my entire work environment, including installing the new version of Unreal. That same day, from 5 to 8 p.m. (3 hours), I dedicated time to planning and researching visual and sound references from other skate games. On Saturday, I started at 5 a.m. and worked continuously until 1 a.m. on Sunday (20 hours). Finally, on Sunday I worked from 7 a.m. to 1 p.m., completing the last stage of development. At first, I felt overwhelmed by the number of ideas and the limited time available, but I learned to prioritize and focus on one task at a time. In the first stage of development, I implemented the character's basic movements and animations. In the second stage, I added Speed Up and Slow Down functionalities, along with sound effects and two skate tricks to add variety to the gameplay. During the third stage, I worked on designing the skate park and building obstacle jumps, aiming for a dynamic and fun environment. In the fourth and final stage, I developed the scoring system, where the player had to collect ten numbers scattered around the map, as well as integrating the main soundtrack. I really enjoyed this exercise, especially because I love skateboarding, its music, and its culture. I would have liked to have more time to polish details and add more content, but I understand that it was a technical test. Even so, I'm satisfied with the result and with everything I learned throughout the process.

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