Controls:

- W: move forward, the speed is incremental, player accelerate when the right foot is touching the ground. The animations are also changing to a faster pace.
- S: Slow down.
- Space: Jump, if jump over a obstacle the game score will increase updating the UI.

Time spent on the task:

- Total time spent: 16hrs
- Downloading assets and project setup: appr. 2hrs
- Move forward and slow down: 6hrs
- Jump: 6hr, made a mistake initially and it took some time to refactor it
- Game score and UI: 2hrs

Thought process:

My experience with anim blueprint is limited and it took me some time to figure out how it works.

Firstly I downloaded two animations (one for accelerating and one for skating). Then I realized that they can be tweaked and modified the system using a blend of two animations (one for slow pace and one for fast).

For the jump I created 2 anim notifies to jump at the right moment, not when the button was pressed.

The game score and UI where the easiest parts. Created a cone beneath player and counted the overlaps when jumping.