

As the Task only required very simple instructions like “ Full control of the character skateboarding” and a simple game feature: “Points system - *for every obstacle jumped over*” without limiting how, I quickly prototyped then with Unreal’s third-person template in a separate level, which took less than 2 hours, and started thinking about how to better show the full range of my Unreal Engine skills in this project. I then prototyped 2 other methods to acquire points: A simple collectible that I could use to direct my level design and Rail Sliding system where I could add verticality to the level. This took about another 2 hours.

I Drew a quick sketch of the level and started blocking out. The level has a central area filled with obstacles and side paths that looped around back to the main area, while also giving access to higher points of interest where the player could jump back to the central area while getting more points. This took a bit of trial and error to get the shapes and distances to a good enough point, but the whole level was blocked in about 4 hours, while I tested and refined the other systems.

I then created some basic UI, programmed the timer game mode, modeled a skateboard and ramp in Blender, textured then in Substance Painter, edited some sounds for the skateboard in Audacity, and got the assets from the free marketplace packs, as well as some sfxs, music and more assets from packs already had.

The full set dressing of the level was the most time consuming part of the process, at about 6 consecutive hours. Using various asset packs without knowing them well took a while to get used to. Some areas would benefit from a little more work and there was no polishing pass with particles, decals, and other details to enhance the final look of the scene but I’m still proud of the end result.

The whole process took about 24 hours including some project optimization, trying to build, fixing build errors, testing the actual builds and rebuilding after realizing some small fixes that could improve the overall experience and game feel. I hope this project shows well my experience with working in Unreal and the other facets of game development.