Implementation Details

1. Movement System

I developed a movement system that includes acceleration and sliding when the player is not actively accelerating. The turning mechanics were designed to mimic real-world skateboard behavior as closely as possible, incorporating gradual adjustments rather than immediate direction changes.

- **Time spent:** ~6-7 hours

2. Points System

The points system was implemented using an actor component that broadcasts a delegate on the HUD. A UserWidget subscribes to this event and updates the displayed score when points change.

- **Time spent:** ~4-5 hours

3. Obstacle System

Obstacles were implemented as simple actors with a box component. When the skateboard character overlaps with an obstacle while in a jumping state, a function on the actor component is triggered, adding points to the score.

- **Time spent:** ~2-3 hours

Development Time Breakdown

Feature	**Time Spent**
Movement System	6-7 hours
Points System	4-5 hours
Obstacle System	2-3 hours
Total Time	**12-15 hours**

Personal Assessment

I would rate my performance **5-6/10** due to time management issues and exceeding the 48-hour deadline. While I was able to implement core functionality, I believe certain aspects of the project, such as refining movement physics and improving code structure, could have been executed better. Additionally, I could have optimized my workflow to focus on key requirements more effectively. With more efficient planning, I could have achieved a more polished final result within the given timeframe.