

Blue Gravity Studios

Unreal Programmer Task

Overview

First and foremost, it was an extremely enjoyable activity!

I started by reading the information and writing down my ideas for the game. Given the limited time, I tried to synthesize as much as possible to deliver an engaging and user-friendly game.

I essentially divided the activities according to the following sheet and later my WorkTime sheet.

Item	Information
Deadline 48h	Start: 21/06/2024 - 20h End: 23/06/2024 - 20h
01. Planning	
01. Task	Functional Skateboarding Simulator Game It should allow us to move around a small designed park, or street side. <ul style="list-style-type: none">- Full control of the character skateboarding- Speed-up- Slow-down- Jump
02. Steps	<ul style="list-style-type: none">* GitHub <-> Unreal* Level Design<ul style="list-style-type: none">- Menu (New Game + Controls + Exit)- Game* Character* Locomotion System (Walk, Speed-Up, Slow-down, Jump)* UI / HUD (Skate Color + Score + Time)* Sounds (Ambient + Animations)
02. GitHub	
01. Info	<ul style="list-style-type: none">- Integrate Unreal <-> GitHub- Making incremental commits during development instead of one large commit at the end.- Don't post the built files inside GitHub; they take up unnecessary space.

03. Character / Locomotion System (Walk, Speed-Up, Slow-down, Jump)		
01. Structure	Character (CBP, GameMode, Inputs, Camera)	
02. Import	Kenney (Character + Animations)	
03. Locomotion	Normal (Idle + Run + Jump) Skater (Run, SpeedUp + SlowDown + Jump)	
04. Game Time and Score		
01. Score System	Score	
02. Time System	Game Time (Regressive Time)	
05. HUD		
01. Widget	Score Game Time (Regressive Time)	
06. Level Design		
01. Game Level	City Park Environment Collection LITE https://www.unrealengine.com/marketplace/en-US/product/city-park-environment-collection-lite?sessionInvalidated=true	
02. Menu	- New Game - Controls - Exit - Pause System	
07. Sounds		
01. Sounds	Ambient Animations Sounds	Sounds
08. Documentation		
1. PDF	Provide a 300-word document explaining the system, your thought process during the interview, and a personal assessment of your performance. Indicate the number of hours spent on each task and the total time invested in the assessment.	
2. GitHub	Attach this document as a PDF on GitHub.	
09. Conclusion / Submission		

WorkTime

Day	S	F	Total	Activities
21/06/2024	21:30	21:50	00:20	Read BGS Unreal Programmer Task file
	21:50	22:40	00:50	Planning and structuring the idea, development of follow-up file
22/06/2024	10:45	12:38	01:53	Update Unreal and others softwares Setup GitHub<->Unreal
	13:21	15:30	02:09	Character (GameMode, Inputs) Mannequin (Import Kenney - Mesh + Animations)
	15:45	19:00	03:15	Scene (Import Kenney) Locomotion System (CBP+ABP) [Player + SkaterPlayer]
	20:30	23:20	02:50	UI / HUD Score System + Timer System
23/06/2024	10:00	12:00	02:00	Fix Score Shining Fix Skateboard Mesh
	13:15	16:20	03:05	Level Design
	16:40	20:00	03:20	Pause System Main Menu Dies after falling off the cliff Time Warning and Final Score System
	20:00	21:00	01:00	Documentation and Submission
TOTAL			20:42	-