Skateboarding BGS Task

Before starting the project, I decided to create a task list on Trello with all the necessary functions, from creating the project, uploading it to GitHub, to creating the score UI and generating the executable. I decided to make a commit for each new function developed, which took about 1 hour, depending on the type of bugs that appeared.

The first part of the project I decided to do was the character movement + camera and their jump and run animations. Since I didn't have the correct animations for a player on a skateboard, I decided to do a "blend per bone," mixing upper body movement with legs fixed on the skateboard. I also worked on creating the player's fall when missing a jump or hitting a static object.

After having this mechanic working correctly, I moved on to interactive actors such as obstacles and pickups. To facilitate the reuse of logic and create different types of interactions, I created a base obstacle and a base pickup. Although both would have few functions to perform, I decided they would be better for new functionalities if they arose.

Finally, for the obstacle object, I created a variable to count the score for each jump, and then I created an actor component and implemented it in the player. This component handles all the logic of score addition and registration during the game and any other function that needs to be added related to obstacles.

Next, I created a HUD to show the player their cumulative score up to that point.

With all this ready, I started creating the scenario for the player to interact with and perform their skateboard tricks.

And finally, I dedicated some time to fixing bugs, checking the entire code, and encapsulating some functions.