

Blue Gravity Test.

Developing my skateboard game in Unreal Engine has been a dynamic and rewarding experience, blending creativity with technical proficiency. The player setup, which involved configuring acceleration, jump, and steering systems, was a significant task. It took me around three hours to refine these mechanics, ensuring a smooth and responsive gameplay experience. Notably, the jump system uses a charge mechanism, adding a layer of strategic depth as players must time their jumps effectively.

Importing and editing animations was a relatively quick process, taking less than an hour. The Unreal Engine's user-friendly interface and robust animation tools facilitated this process, allowing me to seamlessly integrate character movements and actions.

Level design and implementation were completed in under an hour. By focusing on creating a visually appealing and challenging environment, I ensured that players would find the game engaging and immersive. The layout was designed to test the player's skills and keep them coming back for more.

Creating obstacles took about an hour. These elements are crucial for maintaining the game's difficulty curve and providing players with a sense of progression. Each obstacle was meticulously crafted to offer a unique challenge, enhancing the overall gameplay experience.

The score system and UI implementation took approximately two and a half hours. I employed a line trace system to detect obstacles when the player jumps, ensuring accurate score calculation. Additionally, I integrated floating text for the score UI, providing players with real-time feedback on their performance.

One of the most rewarding aspects of this project was the integration of C++ and Blueprints. Combining these two powerful tools allowed me to leverage the strengths of both, resulting in a more flexible and efficient development process. Blueprints enabled rapid prototyping and iteration, while C++ provided the performance and control needed for more complex game mechanics.

Overall, the development of this skateboard game has been a comprehensive learning experience. Each stage of the process, from player setup to obstacle creation, has honed my skills and deepened my understanding of game development in Unreal Engine.