**My task:**

My task on the game TurnAround has revolved around the character.

First, I gave the player a simple movement set : Forward, Backward, Left and Right.

Then i went with my most important task, creating the main aspect of the game, the gravity system.

At first, the player was able to change the gravity in any direction at any time. But due to the problem it posed for key mapping and level designing, we decided to limit the player to a loop of direction changes (-y -> +y -> +x -> -x -> -z -> +z -> -y).

I do not have screenshots of my work as it is only scripting.

The biggest challenge I had during this project was the camera, in order to keep the game smooth, I needed to keep the camera steady. This added to the rotation i needed to give the player made it extremly difficult.

My biggest regret is that i think that with more time, we probably would have been able to make an extremly fun game.