Hello!

This task was a big challenge for me, having 2 jobs, one full time and one as a personal project, to develop a game like this in 48hs. I have never done anything like this before in Unreal. From the beginning, I tried to implement a good and satisfying gameplay for this task. I started with the player movement: walking and pushing. It was a bit tricky, my initial approach was not going very well, so the final result is not so good, but at least it works. The pushing action was not so difficult and works well. To develop a good skateboarding game, the player movement is crucial to the feel of the game, so of course I dedicated most of the time for that. After that, it was time for the animations, which did not go well. The idle animation is good, but the pushing is completely broken. I couldn't find a way to solve this in time, so in order not to lose the delivery time and complete all the other things, I left it as it was. Next steps, jumping action and jumping animation, I did in a reasonable time. The game was still missing some sounds, sound effects, ambient music, and the environment. I started building the environment for the city map level, trying to build some cool stuff and movements for the player to interact with. After finishing that and polishing everything, I added some player sounds and scoring mechanics. Also, the game was missing the scoring UI and a menu. After all that, the game was complete, and I did some testing to see what the player could do in the level, to see if they would get stuck somewhere or jump off the map, and I fixed what was wrong. In addition, I made the project only using blueprints due to my time condition and I hope the project will still be validated even though.