

This Project was created in approximate duration of 24 hours, The Skateboard uses simple physics system and basic math for controlling the Movement and the orientation through the gameplay

The entire system is made using c++.

As it is the first time I make such mechanics, I would say that it took a lot of time just to tweak the values to find a suitable combination, also as someone who never used a skateboard it was a bit tricky trying to find the most realistic behavior.

The animation part was the one that took most of the time as the animations weren't ready to use directly, connecting and disconnecting the feet from the board and the body movement was a bit complicated, I would say that took more than half of the total project time.

The level design was very simple it took about an hour or two, it doesn't have many details but I think it is a bit fun to play.

The rest of the project duration was spent writing the code and researching for relevant topics.

overall I would say it was fun to work on and gain new experience in something I haven't tried before.