

I have a day job and could only work on this task for a couple of hours on two evenings after work. Due to this limit on my development time, I had to make a lot of compromises in this task.

The skateboarding movement uses an invisible physics simulated sphere. The player is a sphere rolling around. This allows movement in any direction, without worrying about sideways drifting or collisions. The player has a character and skateboard mesh that rotate based on the sphere velocity and ground.

It took me about an hour to get the basic movement working and an extra 30 minutes to get the rotations working. Of course, in between I tweaked and adjusted the feel and controls, so that would add an extra 30 minutes. Also, considerable time went into finding 3D models and animations and getting them working. Total development time was around 4-5 hours.

Personally, I am not satisfied with the quality of the result, but when taking into account the limited time I had, I am happy that I got something presentable. There are lots of things to improve. The skateboarding pawn feels floaty, the animations are really bad and the level is just UE cubes. But overall, for the time put in, the skateboarding is good in my opinion.