Other World SkatePark

Gameplay: Earn as many points as possible, by collecting items and jumping obstacles before time runs out.

Experience: As a skater of the modern world, you travel to another world. You can't wait to try your skills in this new environment and be the best.

Technology:
- Unreal Engine 5.2.1
- Developed using C++

Emotions/Tone:
- Excitement
- Joy

Aesthetics:
- Fantasy world
- Beautiful and full of wonder.

Audience:
- kids, young adults and adults.

Needs/Motivations:
- Challenge
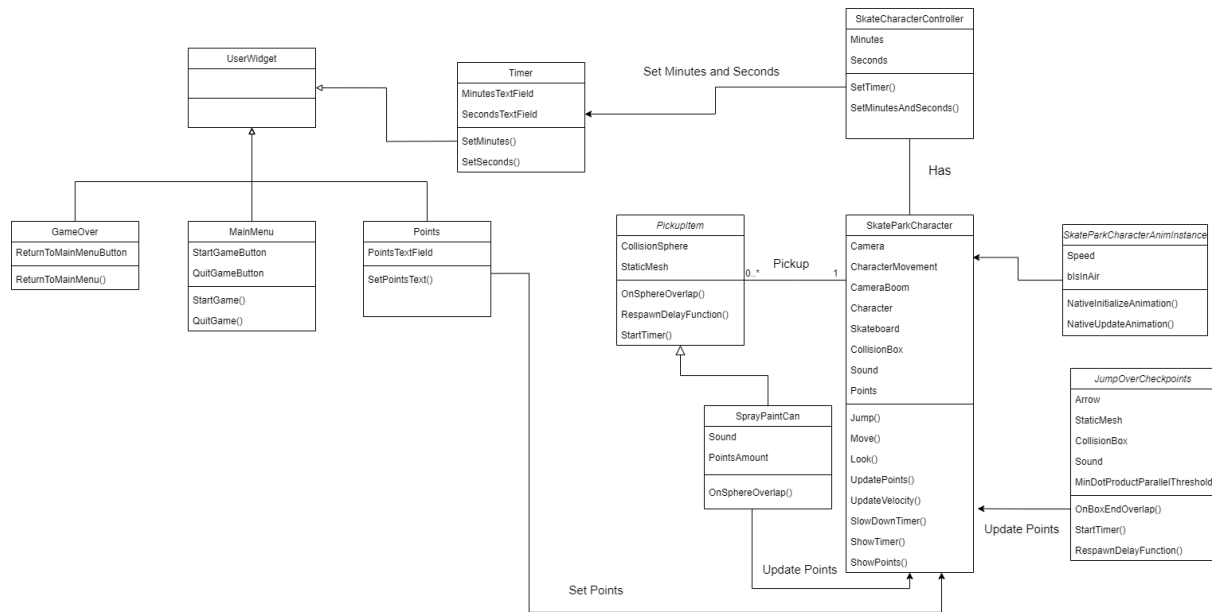- Requires skill
- Wonder

System diagram (UML):

Fig. 1 System Diagram (UML).

Fig. 1 shows the UML system design of my game. I focused on displaying the classes I created for it and how they interact or depend on each other. The most important part is how it displays the relationship between the SkateParkCharacter variables including the SkateCharacterController, which is highly dependent on the former, and the UserWidget classes which display information such as the minutes and seconds left, and the points of the character. The variables are updated each time there is a change in the variable from SkateParkCharacter and SkateCharacter Controller. Also, the class PickupItems, which has a child class called SprayPaintCan, and JumpOverCheckpoints, play an important role in the gameplay because they grant points to the players when picking up an item or traversing it by jumping over an obstacle.

Finally, I want to finish this document by talking about my experience and my performance. During the process of creating the videogame the aspects that helped me the most were designing the system of the game with the UML diagram and organizing my tasks in a Kanban board, because they helped me have an overview of how I should approach the tasks and also understand better the dependencies of each class and where I could have problems. Overall I am very satisfied with the results and the things I learned.