For our project, we designed a slalom ski racing simulator. This game was designed to roughly outline the physical consequences of movement on a skier as they move down the slopes. To properly play the game, the player should move to the outside of the gates. As the game progresses, the speed of the skier increases until it reaches a terminal speed. Furthermore, as the skier moves to the sides, the speed will decrease as it would in real life. To mimic real life, the physics were designed in a way so that the skier turns sharper than the ode normally allows, meaning that the lateral movement changes directions quickly without losing all the momentum. The skier is designed in a way to emphasize the importance of peripheral vision and using the position of the skier to help gain proper sightlines.

To give the user feedback, we have a stopwatch that measures the time it takes for the user to clear a set number of gates. This is the main metric for a user to compare their past runs and to track their improvement. During the run, we have a speedometer to help give the user more helpful real time data. At the end, we show a graph of velocity vs time to help the user see how their run went, and to see points in the run they can optimize in the future.