The development process for the game began with defining the core functionalities. From what I understand, the player can control a skateboard, perform actions such as skating, gaining momentum, jumping, and braking. For movement mechanics, i decided that the player would follow a vector direction with each impulse, similar to the third-person movement mechanics.

To start the visual development, a free 3D model of a skateboard was acquired, and a repository was created for the project. The project was then initialized based on a third-person template.

Next, the character's mesh and animations were added to the project, along with the creation of an animation blueprint and the addition of states to control the character's behavior. One notable adjustment was made to the character's movement so that it smoothly transitions instead of abruptly stopping when the keyboard input is released.

The game environment was enriched with obstacles, and an interface was implemented to award points to the player upon interacting with these obstacles. All actors that interact with these obstacles receive points, contributing to the game's scoring system. To enhance the realism of skateboarding, a tilt effect was added to the skateboard to simulate the motion of going up and down ramps.

To manage scoring and interface elements, a controller was implemented. Additionally, an animation was added to the interface to provide visual feedback when points are earned.

In anticipation of future gameplay mechanics, a foundation was laid for a sliding mechanic on a staircase, setting the stage for further development and expansion of gameplay features.

Overall, these steps outline the iterative process of developing the game, starting from defining core functionalities, implementing visual assets and mechanics, and setting up systems for gameplay elements like scoring and interface interactions. The development process appears to be progressing steadily, with attention to detail and considerations for future expansion.

I had some problems that meant I had to create another git during development, follow the link to the original repository and the final repository.

Original: https://github.com/jesusadadfilho/SkateProject
Final: https://github.com/jesusadadfilho/SkateBoardProject