

Skate Sim

The project is a skate simulation game developed in Unreal Engine. The primary features include character movement, pushing mechanics, UI overlays, and obstacle interactions. The system is designed to provide a realistic skateboarding experience, where the character's speed is dynamically controlled based on user input and in-game events.

Thought Process During Development

1. **Initial Setup:** The project began with the creation of an empty project, followed by setting up the basic structure.
2. **Character and GameMode:** Implemented a base character and game mode to establish the core gameplay mechanics. This step included defining the basic movement and interaction logic.
3. **Animations and Visuals:** Added animations and a corresponding blueprint to ensure smooth and realistic character movements. This involved corrections to align animations with the intended actions.
4. **Skate and Push/Slowdown Mechanics:** Developed the mechanics for skate and push functionalities, ensuring that the character's speed and movement were responsive to player input.
5. **Obstacle Interaction:** Implemented obstacles and logic to handle interactions, including counting obstacles jumped over, to enhance gameplay challenges.
6. **User Interface:** Designed and integrated a UI to display important game information, such as the number of obstacles jumped over, providing a better player experience.

Personal Assessment

Throughout this project, I focused on ensuring that each feature was thoroughly tested and integrated seamlessly with the overall game system. The commits show a structured and iterative approach to development, with regular updates and improvements.

Time Investment

- **Character and GameMode Development:** 3.5 hours
- **Animations:** 2 hours
- **Push/Slowdown Mechanics:** 2 hours
- **Obstacle Implementation:** 1.5 hours
- **User Interface and Level Design:** 1 hour

Total Time Invested: 10 hours

I am confident that the time and effort invested in this project have resulted in a solid foundation for a compelling skate simulation game. The structured commit history reflects a clear development process, and I am satisfied with the overall progress and outcomes.