

Contribution

1. Import and find Assets
 - a. Cartoon Race Track - B00158249 Andreas Gasteiger
 - b. Retro Cartoon Cars - B00158250 Andreas Egger
 - c. Cartoon Sports Car - B00158250 Andreas Egger
 - d. Coin Asset - B00158249 Andreas Gasteiger
 - e. Obstacles - B00158250 Andreas Egger
 - f. Sounds - B00158250 Andreas Egger
 - g. Particle Effect - B00158249 Andreas Gasteiger

2. Create the Game Scenes with all the tasks involved:
 - a. Start Menu - B00158249 Andreas Gasteiger
 - b. Explanation - B00158250 Andreas Egger
 - c. Choose Car - B00158249 Andreas Gasteiger
 - d. Choose Track - B00158250 Andreas Egger
 - e. Game Over - B00158249 Andreas Gasteiger
 - f. Track1PoliceCar - B00158250 Andreas Egger
 - g. Track1SportsCar - B00158250 Andreas Egger
 - h. Track1Truck - B00158249 Andreas Gasteiger

3. Build WebGL and published on GitHub Pages - B00158250 Andreas Egger & B00158249 Andreas Gasteiger

B00158250 Andreas Egger :



B00158249 Andreas Gasteiger:

