**Aim**

In this experiment you are expected to design a simple 3D race game

* **Design a 3d terrain by using terrain tools of Unity**
* **Build some roads on this terrain**
* **You can some buildings to make terrain more realistic**
* **Use some 3D vehicle assets to create traffic**
* **AI cars may travel with a fixed speed in a fixed path**
* **Third person camera follow should be added**
* **Players should reach finish line in a given time**
* **Player will control the car with arrow keys**

**Sample images are given below.**

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