

Formula X

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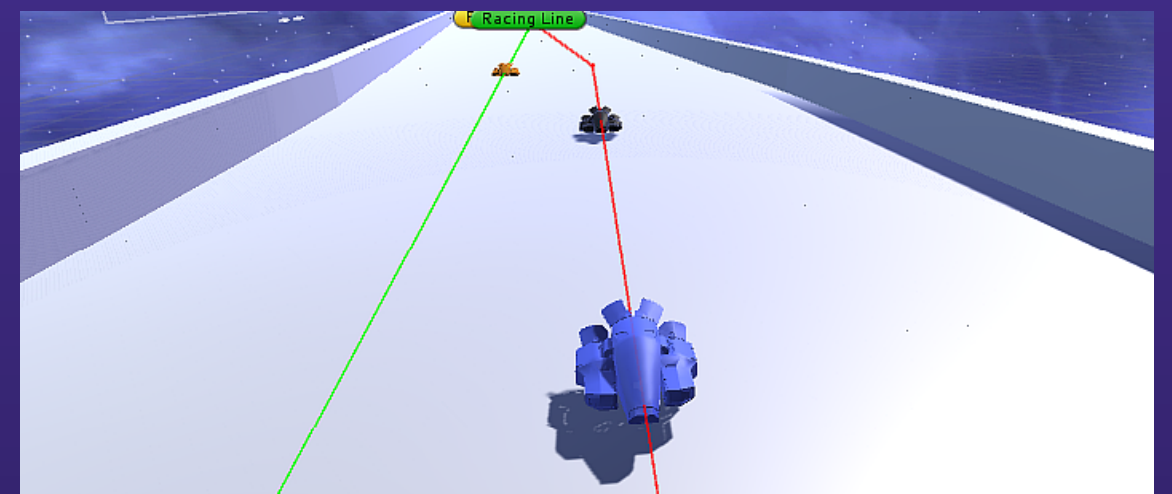
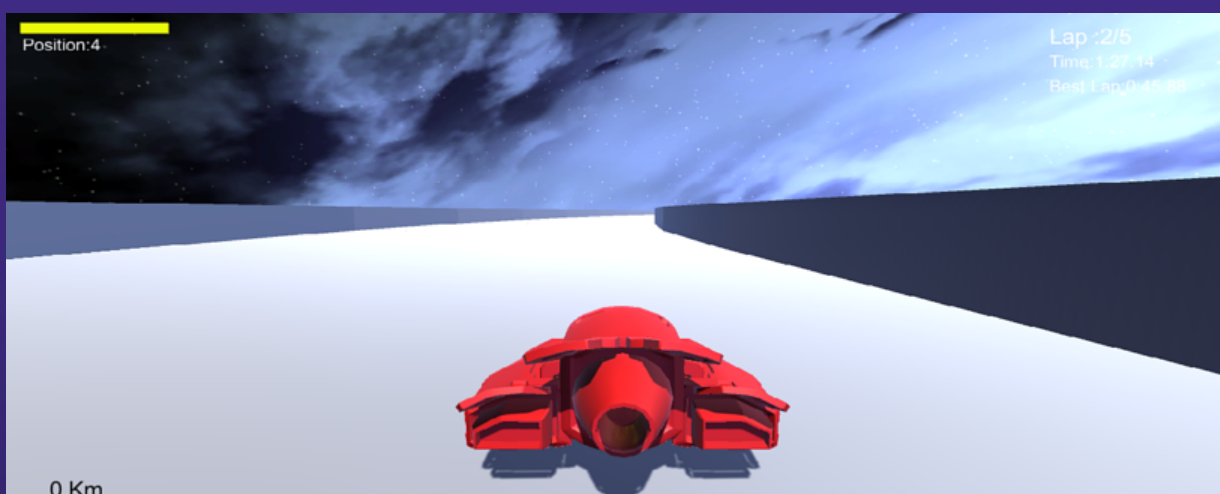


Technologies Used

- Unity
- Blender
- FMOD Studio
- Visual Studio

Audience

- The game is targeted towards racing gamers that enjoy the challenges of a racing game. This game may not be violent but it is difficult, so the ideal minimum age for this game would be about 7 years old.



Problems

- Hovering
- Acceleration
- Crashing
- Opponents AI

Solutions

- I solved the hovering issue by using ray-casts under the spacecraft. Once the the ray-cast hits the ground then upward force was applied to the spacecraft which caused a hovering affect.
- I solved the acceleration of my space craft by slowly and steadily adding forward force to the spacecraft. I also have a max speed to stop the acceleration once it gets to max point.
- To stop the excessive spinning from crashing, I increased the angle drag on my race craft.
- I Used way-points for the Opponents AI. These way-points acted as a racing line. This racing line can be seen above.

Supervisor: Ralph Croly



By Ciarán Sweeney