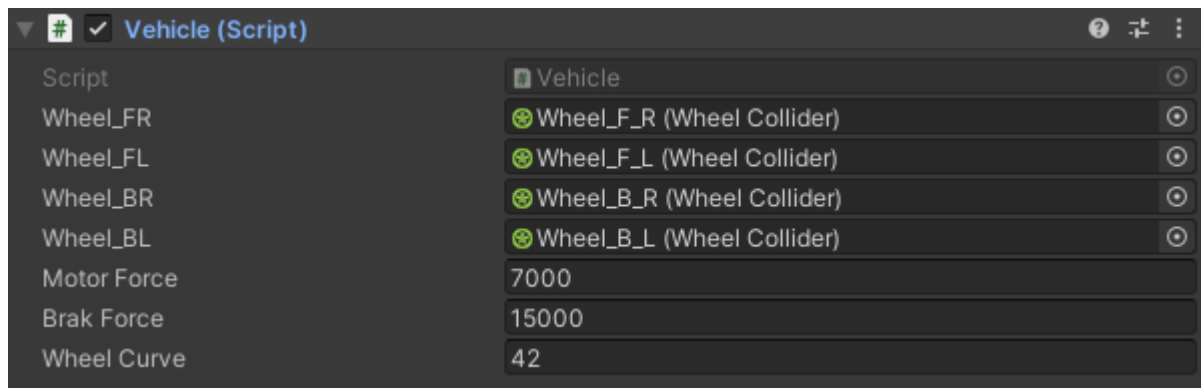# Yellow Car Project

SUMMARY:

Yellow Car Project, it was meant to be used in prototypes and studies. Contains 1 low poly car and 1 control script. Car wheels are separate in case you want to create your own motion animation.

DESCRIPTION:

* Number of vehicles: 1
* Minimum number of polygons per model: 310
* Maximum number of polygons per model: 310
* Insulated parts: body, wheels
* Very suitable for games: mobile and compact
* Model focused on: Low poly
* Script: vehicle control for keyboard

The script can be used on other vehicles if you wish, it serves to control the car through Wheel Colliders.

Script Vehicle:

Wheel_FR: right front wheel;
Wheel_FL: left front wheel;
Wheel_BR: right back wheel;
Wheel_BL: left back wheel;

- To include a wheel in these variables, it is mandatory that it has a Wheel Collider;
- Greater Motor Force gives more power to the vehicle;
- Brak Force is the vehicle's brake force;
- Wheel Curve it suits to limit how far the front wheels can turn to make the turn;

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