Lap counter goes on the player, then enter the number of laps, the starting checkpoint (which should be the starting line), and player number.

Also give it 2 TMP GUI objects, one for the text overlay when you win (complete all laps) and one for the lap count

A screenshot of a computer

AI-generated content may be incorrect.

Lap counter contains a CheckPointController variable, currCheckPoint, which is set in the CheckPointController script when the car enters the trigger for the next check point. It is also used to spawn the

**Each check point then needs a check point controller**

A screenshot of a computer

AI-generated content may be incorrect.

Make sure each check point is numbered correctly, as it is how the script determines if the player is going through the correct check point, or if they skipped one. It shouldn’t make a difference, but I have the start line as checkpoint 0.

The checkpoint requires a spawn location and rotation. The transform could be the same as the object for the checkpoint, but if it’s transform doesn’t line up with where the car should spawn, then make a empty game object and position it as the spawn location.

Adjust spawn rotation as needed to ensure the car faces the right direction

Lastly, add a start line controller to the start line

A screenshot of a computer

AI-generated content may be incorrect.

All it needs is the number of the last checkpoint (this is to ensure the player is currently on the last checkpoint, so that you can’t just go back and forth over the start line to win)

Note also that there is a PlayerResetString variable in the format Reset<PlayerNum>, so inputs have to be set up for Reset1 and Reset2 in edit->project settings->input manager