TRUCK DASHERS EUROPE

Module: M431

By

Jann and Janis

TEAM

WHAT WENT WELL?

WORKING AS A TEAM

THE WORK WITH UNITY

TABLE OF CONTENTS

Team

- What went well?

Game / Project

- What is our game about?

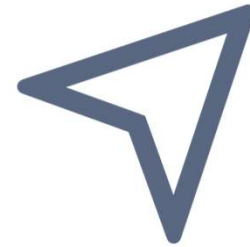- Gameplay

  - The star of our game

- Technical

GAME / PROJECT

WHAT IS OUR GAME ABOUT?

Driving a Truck in a
Sovietish kind World.
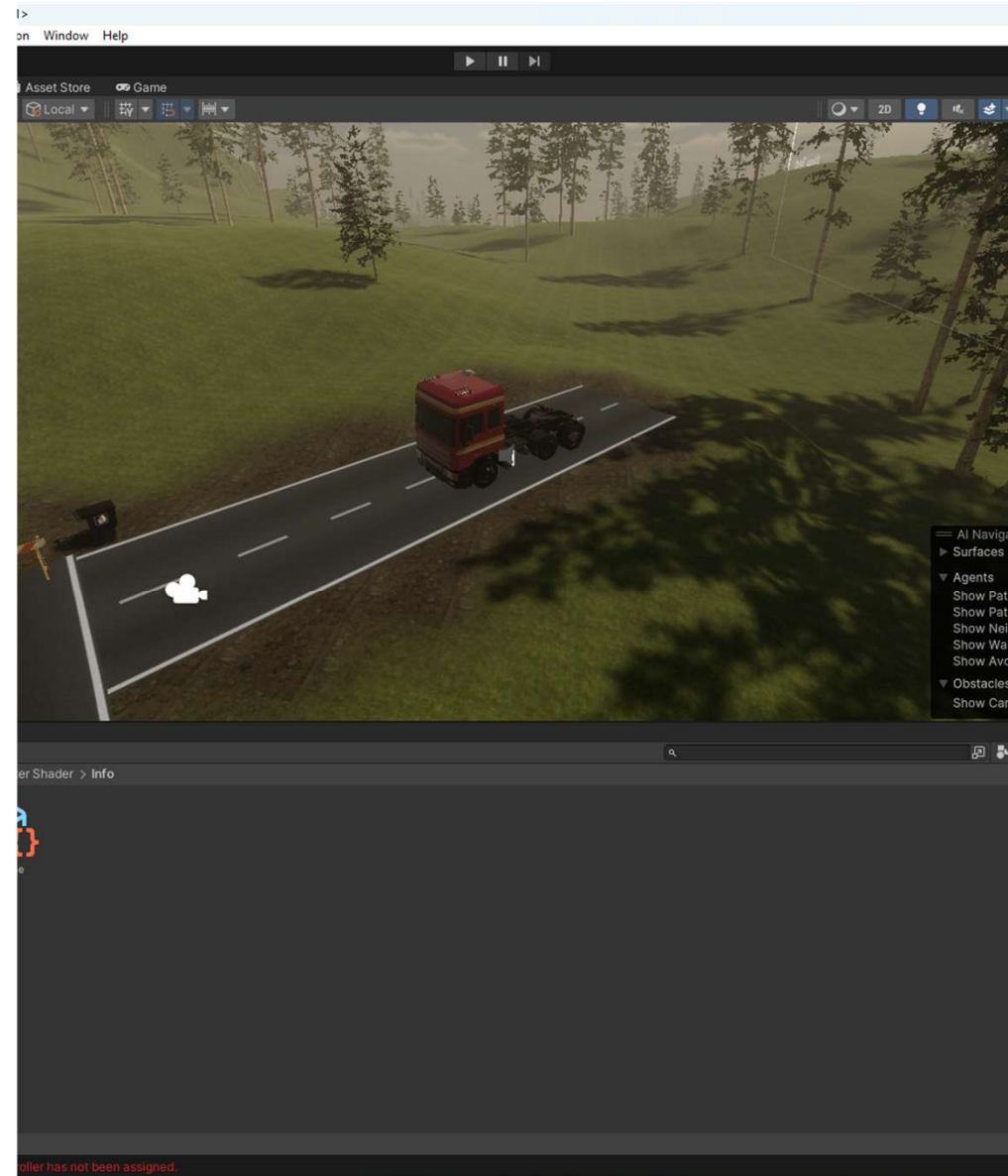
Find the Destination Point.

GAMEPLAY

- You can drive in a Hilly, green, Forest Map
    - As seen in the Screenshot →

- You can Drive a Truck that feels realistic.
    - Realistic gearbox ratio
    - Realistic Suspension
    - Realistic Handling

OUR STAR OF THE GAME: TRUCK

- The truck has been tweaked with a lot of sliders as seen in the "blue" screenshot.

- We put a lot of care and time into its handling and feeling overall.


```
// Einstellungen
[SerializeField] private float motorForce = 1500f;
[SerializeField] private float breakForce = 3000f;
[SerializeField] private float maxSteerAngle = 30f;
[SerializeField] private float maxSpeed = 80f;
[SerializeField] private float speedDamping = 0.95f;
[SerializeField] private float steeringSmoothing = 10f;

// Nitro-Einstellungen
[SerializeField] private float nitroMultiplier = 2.5f;
[SerializeField] private float nitroMaxSpeed = 120f;
[SerializeField] private float nitroForce = 5000f;
[SerializeField] private AudioSource nitroSound;

// Wheel Colliders
[SerializeField] private WheelCollider frontLeftWheelCollider, frontRightWheelCollider;
[SerializeField] private WheelCollider rearLeftWheelCollider, rearRightWheelCollider;
```

TECHNICAL

5 Assets Dowloaded

Unity Engine

Speedometer

Distance-o-meter

228 Lines of Code