I started on the Second Brief called Speedometer it allows you to know how fast the car is driving by showing the Kilometres by hour on the left side of the screen with a minimum of 0 and a maximum of “260” but it goes over that range when you fall off the pathway. I made followed a tutorial so I can have a Rigidbody to find out if the speedometer works or not. This done by the scripts below.

Create a Script which allows the player to move down the road and interact with things for example the obstacles. Called “PlayerController” which allows you to move forward, horizontal and vertical done the road and it also allows the game to know the player has moved so the speedometer should add force to vehicle so the speedometer knows you’re moving.

The second Script will be the “FollowPlayer” which allows the Main Camera to follow the play a certain distance away from the Vehicle so you can know what happen to the car you are always driving.

The last Script will be the “Speedometer” Scripts that allows me to make the Speedometer on the left side work by giving a rigidbody to latch on to and a minimum and maximum speed so the character can’t go beyond it and go too fast I also add the text and image into the script so they follow along with the car when its driving.