

Car Mechanics

- Imported “**ARCADE - FREE Racing Car**” package from unity asset store.
- Added **Rigidbody** component to the car body and **Wheelcollider** to the wheels.
- Created “**Car Controller**” script to move and steer the car.
- Used “**Cinemachine**” package to make camera follow the car.

Level Design

- Created a new scene named “**OffRoadScene**” as suggested.
- Created a terrain and used “**TerrainSampleAssets**” and “**Terrain Tools**” package from unity asset store to create and design the terrain.
- Used “**Forst**” package to add trees for the environment.
- Used “**GrassFlowers**” package to add flowers to the environment.

UI Implementation

- Created new scene named “**Sniper3DUI**” to create the given UI.
- Added the **Canvas** to the scene, and make it adjust from **Constant Pixel size** to **Scale with Screen Size**.
- Added 5 Gameobjects to the canvas.
- First contain the background image for the game.
- Second contain the soldier picture.
- Third is the empty gameobject that store the UI elements for the upper area which profile, energy, gold and cash.
- Fourth contain the middle UI elements such as daily missions, deals, weapons.
- Fifth contain the lower panel containing the UI for the exit, settings, share and games button.
- All the UI elements are anchored to their position to make the UI responsive.