

## Speedometer Documentation

The canvas should have the speedometer display visible in it; if not drag the speedometer game object into the desired place you want it on the screen.

The background game object should be on the UI layer.

The Speedometer game object should have the speedometer script attached, with the player's 2D rigidbody selected as Rb, the needle rect transform as the value, and the mph text chosen for the Text.

The Player game object should have a sprite renderer, a Box collider 2D, a Rigidbody 2D and the Player Movement script attached.  
You press the left or right arrow keys to move the player.



