**Carzone**

**Car**

**Todo**

* Basic suspension working
* Forward movement
* Rotation
  + Add rotation by rotation the wheels, not the whole car and forcing the car in the wheels direction
  + Invert rotation when going backwards
* Figure out what the handbrake will do
  + Slow down the speed of the car
  + Add slipping effect to the car
  + Increase suspension
* Basic speed, rotation and gravity balance

**Multiplayer setup**

**Todo**

* Get a server running (hosted by a player) and be able to join
  + Create a menu where you can create / join sessions
* Sync movement of the cars
* Setup a proper gamemode, gamestate and player controller

**Map**

**Todo**

* Create a terrain, with some small and bigger mountains
  + To test the vehicle movement on it
* Add a small city block out
  + To see how driving around these cities will work