**A**

**Synopsis**

**On**

**“RoadRash3 - A Unity Engine Game”**

Submitted in

Partial Fulfillment of the Requirements for **MCA I Yr.**



**Session: 2021-2023**

**Submitted To**: **Submitted By**:

Mr. Harshit Sharma Prakhar Saxena

Maha Aryaman Singh

Yuvraj Singh

**DEPARTMENT OF IT & CA**

**JECRC UNIVERSITY**

**JAIPUR**

**Team Members**

1. Maha Aryaman Singh – 21MCAN015
2. Yuvraj Singh - 21MCAN100
3. Prakhar Saxena - 21MCAN105

**Objective**

RoadRash3 is a 3D racing game build using Unity Engine. RoadRash3 includes exclusive cars and maps. It features current technology and presets for its graphical scenarios. It offers number of maps to choose from and player can also choose different cars from provided set of cars.

**Technology Use**

* Unity Engine
* C#

**Function And Modules**

Function **–** 1**.** Steering

* + - * Acceleration
      * Deacceleration
      * Left
      * Right

Function – 2. Other features

* Break
* Hand Break
* Horn

Function – 3. Collision

* Front
* Rear
* Side

**Future Implementation**

1. Advanced Graphics

2. Advanced Controls

3. Advanced Preset Models

4. Advanced Audio