Karting Microgame - Version 5.0.0

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This is the Karting Microgame. Learn by modifying our fully functional example kart game.

Learn more about the project here: https://assetstore.unity.com/packages/templates/karting-microgame-150956

Changelog

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## [5.0.0] - 2022-04-05

### Changed

- Use Unity 2021.3

## [4.0.0] - 2022-02-25

### Changed

- Changed Graphics API so that they support WebGL 2.0

- Changed Color space from Gamma to Linear

- Updated rendering pipeline from Built-in to URP

- Use Unity 2021.2

- Updated the packages to their latest verified versions

### Added

- Added an Engineering feature set and Version Control package

- Added post-processing effects

## [3.1.0] - 2021-09-13

### Added

- Tutorials, link to curated Karting assets on the asset store

## [3.0.0] - 2021-03-11

### Changed

- Update Kart Controller to add a Drifting Mechanic (Press Brake while Accelerating)

- Update project to 2020 LTS

## [2.1.0] - 2020-08-03

### Changed

- Use Unity 2019.4.4f1.

- Use Tutorial Framework 1.0.1 (formerly known as IET Framework), WebGL Publisher 2.0.3 (formerly known as Share WebGL Game), Barracuda 1.0.1, and ml-agents 1.0.3

- Renewed "Build and Share" tutorial, now known as "Build and Publish".

## [2.0.2] - 2020-06-09

### Changed

- Use Unity 2019.4.0f1.

## [2.0.1] - 2020-04-27

### Changed

- Use Unity 2019.3.10f1.

- Tutorials: minor copy fixes.

### Added

- Audio: support reversing state.

- Audio: expose maximum volume and pitch for running and reversing states.

## [2.0.0] - 2020-04-01

### Changed

- Using standard Unity Physics instead of a custom physics implementation, permitting use of jumps and collision with props.

- Renewed kart.

- New scene structure makes it easier to add a title to your game.

- Tutorials: minor copy fixes.

### Added

- README in the project folder.

- New skybox.

- Ability to add and train machine learning agents as opponents.

- Unity ML-Agents Toolkit embedded in the project.

- Barracuda and ProBuilder dependencies.

### Removed

- ProGrids dependency.

- Tutorials: "Add Open Scenes" step removed from the "Build and Share" tutorial.