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Microgame Changes V1

For this iteration of my microgame project, I stuck to some minimal changes. Firstly, I added a couple of models from the asset store to the scene. They consist of a vehicle moder, and a skyscraper that I duplicated in order to face both sides of the track. As for audio, I replaced the background music with a different track, also obtained from the asset store. And finally, I changed one of the kart’s sound effects (specifically, the engine running one) for a different one gotten off the asset store. I also changed the checkpoint sound as well to be one of the menu sound effects.

Content Sources:

* SimplePoly City – Low Poly Assets from VenCreations (<https://assetstore.unity.com/packages/3d/environments/simplepoly-city-low-poly-assets-58899>)
* Free Music Tracks For Games from Rizwan Ashraf (<https://assetstore.unity.com/packages/audio/music/free-music-tracks-for-games-156413>)
* Sci-Fi Alarm SFX from Sound Works 12 (https://assetstore.unity.com/packages/audio/ambient/sci-fi/sci-fi-alarm-sfx-238043)