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My Microgame Project

For my microgame project, I chose to use the karting template. I chose this one mainly for the fact that I have never really worked on something like this before. I have done some work in Unreal Engine, and it was mainly a First-person affair, so for this reason I decided to try something new this time. Fortunately, the tutorial was quite well written, and I had no significant difficulties going through everything.