# Milestones

We have a time span of 10 workdays to create the concept of Micro Machines by Codemasters

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Day** |  | **What we want to achieve** |  | **Achieved** | **Comment** |
| 1 |  | Create level prefab + player prefabs |  | **✓** | Different color cars for each player & we now have a track |
| 2 |  | Create basic player movement |  | **✓** | Created forward movement and rotation |
| 3 |  | Add jumps in level & falling off table + respawn |  | **✓** | Player can jump around and respawn when falling from the map |
| 4 |  | Add waypoints (respawn at waypoints) |  | **✓** | Respawn at closest waypoint |
| 5 |  | Keep track of position (1st 2nd etc) |  | **✓** |  |
| 6 |  | Create slipping |  | **✓** | By pressing B you slow down to take the corners better |
| 7 |  | Keep track of time |  | **✓** |  |
| 8 |  | Make a menu |  | **✓** | Simple quick and easy menu |
| 9 |  | Create changeable controls |  | **✓** | Players can pick their controls |
| 10 |  | Minimap |  | X | Couldn’t make it in time, so instead made some arrows on the road so the way is at least clear (should take another day if I were to implement it) |

## Self-reflection

This project teached me a lot about planning and tight schedules. I always try to achieve the most in little time but I definitely thought this was pretty hard, especially since I absolutely hate to make race games, but doing it anyway gave me a little proud feeling. I also made some contact out of my comfort zone to let people test, and see how they enjoyed it. Getting the great feedback that I got defiantly made me more proud, and helped me get a better result. I learned a lot about how other people like their controls and how they want a game to look instead of looking only through my eyes.