RIGPR – What I worked on

1. Road sections, normal and different
2. Road turns
3. Ramp
4. Textured Ramp
5. Helped in producing peer reviews
6. Applied textures to assets
7. Imported assets into engine
8. Aided the coder with implementing the code and developing an understand on how the code should work
9. Helped with re-designing the level and creating the world
10. Re-textured assets where appropriate
11. Created first level + playtested

17/02/20

Made first level in engine, increased mass of cones, added turning to the level, added additional obstacles





