Drift Game

How to play

The main objective of this game is to stay drifting on the road and achieve the highest score. If you veer off the road your points will be set back to 0. Each player is an instance of a Rigidbody2D node and uses the same physics from the Space Rocks player. The controls are w, a, s, d for forward, left, backward, and right respectively and spacebar being the e-break.

Playtesting

After testing the game there were several bugs that ultimately couldn’t be fixed int time but the general concept does. One major issue was trying to display each player’s username which lead to the username feature to be scrapped. I also tried to have players select from a variety of cars to use to make it easier to identify from each other but also ran into a problem with of only selecting one car between all clients. Lastly the points feature also has an issue where it will not stop scoring once you’ve ran out of bounds.

Server client connection

Wait to press play until all players have launched the game. This is due to the fact a client is created as soon as game is launched so when the play button is press all clients will put into the game scene at once