**PROGRESS REPORT**

MICROGAME #6: Racer

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LEGEND: COMPLETED – UNFINISHED – WIP – FIX – FIXED

GITHUB: <https://github.com/andrewadame/UnityProjectsCSE-4410/tree/master/RacingProject>

UNITY PLAY:

1. Create new project Racing Project
2. Create folders containing important assets (scripts, prefabs, animation, etc)
3. Create a basic Racing Game
   1. Design Level
      1. Tilemap
         1. Provided by professor
      2. Camera
         1. CmCtrlr
            1. Two cameras that follow two players in the game
   2. Players
      1. Sprite
         1. RdCar
         2. PrpCar
      2. Behavior
         1. Components
            1. BoxCollider2D
            2. Rigidbody2D

Added preferred physics that give cars some weight

* + 1. Obstacles
       1. Added puddles that spinout players upon contact
    2. Scripts
       1. GmeCtrlr
       2. CrCtrlr
  1. Visuals
     1. All sprites used were provided by the professor
  2. Gameplay
     1. Game Start
        1. Starts with countdown, then race begins
     2. Objective
        1. Complete a set amount of laps
     3. Game Over
        1. Displays race winner, allows players to restart
  3. UI
     1. Countdown for Race
  4. **EXTRA**
     1. Audio
     2. Visual Lap Counter

**SCRIPTS**