**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
      2. Camera
   2. Player
      1. Sprite
      2. Behavior
         1. Components
         2. Scripts
         3. Abilities
      3. Animation
      4. Scripts
   3. Visuals
      1. All sprites used were provided by the professor
   4. Gameplay
      1. Game Start
      2. Objective
      3. Game Over
   5. UI
   6. **EXTRA**
      1. Audio

**SCRIPTS**