**PROGRESS REPORT**

MICROGAME #6: Racer

Andrew Adame

ID: 007516100

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
   2. Players
      1. Sprite
         1. RedCar
         2. PurpCar
      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**