Scripts

9.15.21

ArcadeKart.cs

A screenshot of a computer

Description automatically generated with medium confidence

To

A screenshot of a computer

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Started the build your own track <https://learn.unity.com/tutorial/karting-mod-build-your-own-track?uv=2019.3&projectId=5c82b27cedbc2a0e8db0c728>

Karting Mod: Bumpy Road <https://learn.unity.com/tutorial/karting-mod-bumpy-road?uv=2019.3&projectId=5c82b27cedbc2a0e8db0c728>

ModularTrackPiece (6) position x=-14 y=0 z=57

Lowered both grip and drift grip

Added Sun Temple scene

~~Removed~~ Turned off “unneeded stuff” from main karting scene

-trees, hills, clouds, stones, horizon, ground plane

Copy and pasted from karting to sun scene

Turn of FPScontroller

Karting Mod: Sweet ride! Unlock upgraded smart karts [https://learn.unity.com/tutorial/karting-mod-unlock-upgraded-smart-karts?uv=2019.3&projectId=5c82b27cedbc2a0e8db0c728#](https://learn.unity.com/tutorial/karting-mod-unlock-upgraded-smart-karts?uv=2019.3&projectId=5c82b27cedbc2a0e8db0c728)

NOTE: this will help you setup the ML\_Agents also

Turned off “Bld\_TempleTower\_Arc\_Gate\_A” to open a door in sun scene

Added hat

Karting Mod: Bouncy Sparkly!

Build out huge track

Made the space bar work as brake

Added start/finish

Started adding checkpoints