

1 What's New

Rendering

- Textures
- Box Shadows
- Light Source

Physics

- Physx Driving Car Model
- Collisions Working

Game Play

- Basic Projectiles
- Basic Boost Ability
- Basic AI (Drive to Way-Points)

Other

- Follow Behind Camera
- Controller Input

2 Vehicle Controls

B = Boost

Y = Blast

Right-Trigger = Accelerate

Left-Trigger = Brake/Reverse

Left-Analog = Steering

Tab = Change Sky-Box