

overtaker-car-racing-ue5-game-dev

⚡ Plug & Play Edition — Just unzip and play!


📁 Download Game the Playable Build for Windows:

 Download ZIP

 **Release:**

Gameplay:

Overtaker is a vibrant, arcade-style racing game built in **Unreal Engine 5.6**, featuring AI-powered opponents and dynamic track-following mechanics. The project combines stylized visuals with responsive vehicle physics, offering a complete racing experience with checkpoints, lap timing, and competitive AI racers that navigate custom spline-based tracks—all wrapped in a colorful, Mario Kart-inspired aesthetic.

 alt text

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Disclaimer: The content presented here is a curated blend of my personal learning journey, experiences, open-source documentation, and invaluable knowledge gained from diverse sources. I do not claim sole ownership over all the material; this is a community-driven effort to learn, share, and grow together.

Controls

Action	Keyboard	Controller
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- ✓

All assets organized in folders:

- Levels
- Materials
- Sounds
- Generated (modeling assets)
- Megascans (textures and decals)

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Game Design & Development Documentation

Table of Contents

- [overtaker-car-racing-ue5-game-dev](#)
- [Game Design & Development Documentation](#)
 - [Table of Contents](#)
 - [Project Setup](#)
 - [Initial Configuration](#)
 - [Project Structure](#)
 - [Enable Git LFS](#)
 - [AI Car Implementation](#)
 - [Creating AI Car Blueprint](#)
 - [AI Movement Setup](#)
 - [Path Following System](#)
 - [AI Steering Logic Function](#)
 - [Event Graph Integration](#)
 - [Vehicle Speed Adjustments](#)
 - [AI Car Settings](#)
 - [Player Car Settings](#)
 - [UI Timer Adjustment](#)
 - [Extending Countdown Timer](#)
 - [Car Color Customization](#)
 - [Creating Color Materials](#)
 - [Random Color System \(AI Cars\)](#)
 - [Manual Color Assignment \(Alternative\)](#)
 - [Player Car Color](#)
 - [Level Creation - Custom Race Track](#)
 - [Creating New Map](#)
 - [Landscape Spline Track Creation](#)
 - [World Settings Configuration](#)
 - [Player Start Placement](#)
 - [World Partition Fix](#)
 - [Material and Environment Setup](#)
 - [Importing Assets via Fab Marketplace](#)

- Applying Grass Material
- Applying Road Material
- Placing AI Cars and Spline
 - AI Car Placement
 - Track Spline Setup for New Map
- Checkpoint System
 - Required Components from Template
 - Copying to New Map
 - Manual Checkpoint Placement
- Camera Adjustment
 - Player Camera Settings
- Environmental Polish
 - Fog System Enhancement
 - Foliage System - Trees
 - Foliage System - Rocks and Props
- Project Download and Resources
 - Unreal Club Membership
- Final Game Features Summary
 - Completed Systems
 - Future Customization Options
- Critical Technical Notes
 - Browser Storage Restriction
 - Common Issues and Solutions

Project Setup

Initial Configuration

- **Engine Version:** Unreal Engine 5.6 (recommended or above)
- **Template:** Vehicle Template (Games section)
- **Blueprint Type:** Blueprint (not C++)
- **Variant:** Time Trial (provides timer and race features)

Project Structure

The template provides:

- A basic drivable car with responsive controls
- A variant map with complete racetrack
- Timer system and checkpoints
- Foundation for racing mechanics

Enable Git LFS

- Git LFS stores large binary assets (UE5 .uasset, .umap, textures, audio, video, etc.) outside normal Git history to keep the repo small and fast.

```
# Install Git LFS

# Windows (PowerShell / CMD)
winget install Git.GitLFS           # Installs Git LFS on Windows

# macOS (Homebrew)
brew install git-lfs                # Installs Git LFS using Homebrew

# Linux (Debian/Ubuntu)
curl -s https://packagecloud.io/install/repositories/github/git-lfs/script.deb.sh
| sudo bash
sudo apt-get install git-lfs        # Installs Git LFS package

# Initialize Git LFS in the current repository
git lfs install                     # Enables Git LFS for this repo

# Track Unreal Engine and other large binary assets
git lfs track "*.uasset"           # Unreal Engine asset files
git lfs track "*.umap"             # Unreal Engine map files
git lfs track "*.fbx"              # 3D models
git lfs track "*.wav"              # Audio files
git lfs track "*.mp4"              # Video files
git lfs track "*.png"              # Texture/images

# Add LFS configuration file
git add .gitattributes              # Adds LFS tracking rules

# Add remaining project files
git add .                           # Stages all project files

# Commit the changes
git commit -m "Enable Git LFS and track binary asset types"

# Push changes to GitHub
git push origin main                # Pushes commits to the main branch
```

AI Car Implementation

Creating AI Car Blueprint

Step 1: Duplicate Base Car

```
Location: Content/VehicleTemplate/Blueprints/
- Find: BP_SportsCar (child class, actual spawned vehicle)
- Duplicate it
- Rename: BP_Car_AI
```

Note: BP_SportsCar inherits from VehicleBase_Pawn (parent class containing main logic for brakes, throttle, etc.)

AI Movement Setup

In BP_Car_AI Event Graph:

1. **Begin Play Node** - Initial setup

- Add: Begin Play event
- Purpose: Set constant throttle for AI

2. **Set Throttle Input**

Component: Vehicle Movement Component
Node: Set Throttle Input
Value: 0.5 (range 0-1, can exceed 1 for higher speed)

3. **Set Steering Input** (temporary test)

Node: Set Steering Input
Test Value: 1 (full right)
Note: This is just for testing initial movement

Path Following System

Creating Track Spline Blueprint:

Location: Content/Blueprints/ (new folder)
Type: Actor Blueprint
Name: BP_TrackSpline

Components:

- Add: Spline Component
- No additional logic needed in Event Graph

Spline Placement in Level:

- Drag BP_TrackSpline into level
- Click ending point to move/adjust
- Hold **Alt** to create new points
- Press **End** key after each point to snap to ground (CRITICAL)
- Continue until track path is complete
- Deselected view may show spline through road (visual only, actual position is correct)

AI Steering Logic Function

Create Function: "Follow Track Spline"

Input Parameter:

Name: Spline Track
Type: BP_TrackSpline (Object Reference)

Function Logic:

1. Get Spline Tangent Direction

From: Spline Track → Get Spline Component
Node: Find Tangent Closest To World Location
Coordinate Space: World (not Local - IMPORTANT)
World Location: Get Actor Location

2. Normalize and Calculate

→ Normalize (keeps range 0-1)
→ Multiply by 500 (convert to Float)
→ Add with Get Actor Location

3. Find Target Location

Spline Component → Find Location Closest To World Location
Input: Previous calculation result
Coordinate Space: World

4. Calculate Rotation

Node: Find Look At Rotation
Start: Get Actor Location
Target: Result from Find Location
→ Split Struct (Z axis only needed for left/right steering)

5. CRITICAL FIX - Delta Rotator

Node: Delta Rotator (normalizes rotation between 0-1)
A: Look At Rotation (Z split)
B: Get Actor Rotation
→ Split result, use Z value

6. Map to Steering Range

```
Node: Map Range Clamped
Value: Delta Rotator Z result
In Range A: -90
In Range B: 90
Out Range A: -1
Out Range B: 1
Purpose: Convert -90/90 degrees to -1/1 steering input
```

7. Output

```
Type: Float
Name: Steering Value
```

Event Graph Integration

Event Tick Implementation:

```
Event Tick (executes every frame)
→ Follow Track Spline
    Input: Track Spline variable
→ Get result (Steering Value)
→ Vehicle Movement Component → Set Steering Input
```

Begin Play - Spline Reference:

```
Begin Play
→ Get Actor of Class (singular, not plural)
    Class: BP_TrackSpline
→ Promote to Variable: "Track Spline" or "BP_TrackSpline"
→ Use in Event Tick
```

Throttle Note:

- Throttle remains at 0.5 from Begin Play (Set once, stays constant)
- Steering updates every frame via Event Tick (needs continuous updates)

Vehicle Speed Adjustments

AI Car Settings

```
Location: BP_Car_AI
Component: Vehicle Movement Component
Settings:
- Max Torque: 500 (down from default)
- Max RPM: 3500 (down from default)
Purpose: Slower speed for better track following
```

Player Car Settings

```
Location: VehicleTemplate/Blueprints/VehicleAdvancedSportsCar
Component: Vehicle Movement Component
Settings:
- Max Torque: 500 (match AI)
- Max RPM: 3500 (match AI)
Purpose: Fair competition
```

UI Timer Adjustment

Extending Countdown Timer

Location: Variant Template/UI/StartWidget

In Event Graph (Event Construct):

Original countdown: 3 seconds (3, 2, 1, GO) New countdown: 5 seconds (5, 4, 3, 2, 1, GO)

Changes:

1. Initial timer value: Change from 3 to 5
2. Multigate pins: Add 2 additional output pins
3. New outputs:
 - Pin 0: "5" (NEW)
 - Pin 1: "4" (NEW)
 - Pin 2: "3" (was Pin 0)
 - Pin 3: "2" (was Pin 1)
 - Pin 4: "1" (was Pin 2)
 - Pin 5: "GO" (unchanged)
4. Connect each pin to Play Animation node
5. Purpose: Give AI more time to accelerate fairly

Car Color Customization

Creating Color Materials

Location: Navigate to sports car body material

Process:

1. Find: Sports Car Body material
2. Duplicate and rename:
 - `MaterialName_Blue`
 - `MaterialName_Green`
 - `MaterialName_Purple`
 - Keep original for orange/default
3. Edit each material:
 - Open material
 - Modify Base Color to desired color
 - Save

Random Color System (AI Cars)

In BP_Car_AI Construction Script:

Construction Script executes in editor (not just during play)

1. Get: Chassis Main (main car body mesh)
2. Node: Set Material
 - Element Index: 1 (not 0 - chassis uses slot 1)
3. Create Variable: "Colors" (Material array type)
 - Change from single to Array
 - Add materials:
 - * Purple material
 - * Green material
 - * Orange material
 - * (NOT blue - reserved for player)
4. Logic:
 - Get Colors array
 - Random Array Item
 - Set Material

Result: Each AI car gets random color from list on spawn

Manual Color Assignment (Alternative)

Instead of random system:

1. Disconnect random color logic
2. Place AI cars in level
3. Select each car individually
4. Find: Chassis Main component
5. Manually set Material slot 1 to desired color
6. Ensures no duplicate colors in race

Player Car Color

Location: BP_VehicleAdvancedSportsCar

Component: Chassis Main
Material Slot 1: Blue material
Purpose: Distinct from AI cars

Level Creation - Custom Race Track

Creating New Map

File → New Level → Open World template
Purpose: Provides hills/mountains for interesting track layout

Landscape Spline Track Creation

Step 1: Switch to Landscape Mode

Selection Mode → Landscape Mode

Step 2: Enable Splines

Manage tab → Click "Splines"

Step 3: Create Layer

Layers section:

- Add new layer
- Enable "Layer Splines"
- Select the new layer (IMPORTANT)
- Return to Splines section

Step 4: Create Track Path

Controls:

- Hold Command (Mac) or Control (Windows) + Left Click to add points
- Click on starting point at end to close loop
- Track automatically carves into terrain

Step 5: Add Road Mesh

1. Click: Update Spline Mesh Levels (selects all spline points)
 2. Scroll to: Spline Meshes section
 3. Add Element
 4. Search: "track"
 5. Select: SM_Track_10M (included in race template)
- Result: Road mesh fills spline path

World Settings Configuration

Window → World Settings (if not visible)

Settings:

- Game Mode Override: Time Trial Game Mode
(provides timer and race functionality)

Player Start Placement

1. Quickly Add → Player Start
2. Place at desired starting position on track
3. Press End key to snap to ground

Note: Delete any existing Player Start actors in level

World Partition Fix

Issue: Map appears black on first play (World Partition system)

Solution:

File → Recent → Reopen current map
This fixes World Partition loading

Disable World Partition (for this project):

World Settings → Search "World Partition"
→ Disable "Enable Streaming"
→ Click Yes
→ Save and reload level
Purpose: Ensures entire map renders (including distant mountains)

Material and Environment Setup

Importing Assets via Fab Marketplace

Grass Material:

1. Window → Fab (Unreal Marketplace)
2. Login to account
3. Search: "stylized grass"
4. Filter: Materials and Textures category
5. Filter: Price → Free
6. Find: "Pack Bonus Textures"
7. Add to Project
8. Wait for import

Road Material:

Search: "road"
Filter: Free
Find: "Asphalt Road" by Quickso
Add to Project (version 5.4 compatible with 5.6)

Applying Grass Material

Select Landscape:

- Select PARENT landscape actor (not sections)
- Critical: Must be parent, not individual landscape sections

Apply Material:

Details Panel:
- Scroll to: Landscape Material
- Drag grass material into field

Adjust Tiling:

Issue: Material appears too small/detailed
Fix:

1. Double-click material to open
2. Find: TextureCoordinate node
3. Change values:
 - U: 0.1
 - V: 0.1
4. Apply and Save

Result: Larger, more visible pattern (Mario Kart style)

Applying Road Material

Location: Find track mesh (SM_Track_10M)

1. Open static mesh
2. Materials section shows 2 materials:
 - Slot 0: Edge (keep default)
 - Slot 1: Road surface (replace)
3. Navigate to road material instance
4. Apply to Slot 1

Customize Road Color:

1. Open road material
2. Adjust Base Color to darker shade (more realistic asphalt)
3. Apply and Save

Placing AI Cars and Spline

AI Car Placement

Location: VehicleTemplate/Blueprints/SportsCar/BP_Car_AI

1. Drag AI car into level at starting line
2. Widget size issue fix:
 - Temporarily reduce UI scale for easier camera control
 - Increase again after placement
3. Duplicate cars:
 - Select car
 - Transform mode: Local
 - Hold Alt + drag to duplicate
 - Press End to snap to ground
 - Repeat for desired number of AI cars
4. Assign colors:
 - Select each car
 - Component: Chassis Main
 - Set material to unique color (purple, green, orange)
 - Player car remains blue

Track Spline Setup for New Map

Location: Content/Blueprints/BP_TrackSpline

1. Drag into level at starting position
2. Select first point, move to front of first car
3. Press End to snap to ground
4. Hold Alt + drag to duplicate points
5. Press End after each point (CRITICAL for accuracy)

Important Viewing Tips:

- Don't view from single angle only
- Use top-down view primarily for accuracy
- Check from multiple angles to avoid misplacement
- Enable Unlit view mode for better spline visibility:

Viewport → Unlit mode

Result: No lighting, easier to see spline against track

Spline Creation Process:

- Manual process, takes time
- Follow track path closely
- Regular points on straights
- More points on curves for accuracy
- Complete entire track loop

Checkpoint System

Required Components from Template

From Time Trial Template Level:

Track Gates (Checkpoints):

- Location: Scattered along track
- Purpose: Prevent shortcutting, ensure full track completion
- Blueprint: Track Gate actor

Finish Line:

- Location: End of track (also start in loop)
- Purpose: Race completion trigger
- Blueprint: Finish Line actor
- Settings: "Is Finish Line" enabled

Copying to New Map

1. Open Time Trial template level
2. Select all Track Gates and Finish Line
3. Copy (Ctrl+C)
4. Return to race map
5. Paste (Ctrl+V) - optional, or place manually

Manual Checkpoint Placement

Track Gate Placement:

1. Locate Track Gate blueprint
2. Drag into level at strategic points:
 - Corners (prevent cutting)
 - Long straights (ensure progression)
 - Before finish line
3. Rotate to span track width
4. Scale to cover full road

Linking Checkpoints:

CRITICAL PROCESS for each checkpoint:

1. Select PREVIOUS checkpoint
2. Details → Next Marker
3. Click eyedropper/pipette icon
4. Click on NEXT checkpoint in viewport
5. This creates progression chain

Example chain:

Start → Gate1 → Gate2 → Gate3 → Finish

Each points to next in sequence

Finish Line Setup:

1. Place at end of track (start position for loop)
2. Scale to cover track width
3. Settings: Check "Is Finish Line"
4. Link from last Track Gate:
 - Select last Track Gate
 - Next Marker → Select Finish Line
5. Finish Line has NO next marker (end of chain)

Hide in Game:

```
All Track Gates and Finish Line:  
- Details → Search "Hidden in Game"  
- Enable checkbox  
Result: Visible in editor, invisible during gameplay
```

Camera Adjustment

Player Camera Settings

Location: BP_VehicleAdvancedSportsCar (player blueprint)

Component: Spring Arm (camera attachment)

Adjustable Settings:

1. Socket Offset (Z-axis)

```
Controls: Height above car  
Recommended: 100  
Range to test: 50-150
```

2. Arm Length

```
Controls: Distance behind car  
Recommended: 450  
Range to test: 350-500
```

Final Recommended Values:

```
Socket Offset Z: 100  
Arm Length: 450  
Result: Better forward visibility, can see track ahead
```

Testing Process:

- Adjust values
- Compile and save
- Press Play to test
- Iterate until comfortable view achieved
- Avoid: Too high (toy-like), too close (can't see ahead), too far (lose detail)

Environmental Polish

Fog System Enhancement

Component: Exponential Height Fog (in level)

Settings to Modify:

1. Enable Volumetric Fog

Default: Disabled
Change: Enable checkbox
Effect: Adds atmospheric depth

2. Fog Density

Setting: Move to maximum
Effect: Thicker fog coverage

3. Fog Falloff

Action: Decrease value
Effect: More pronounced foggy atmosphere

4. Second Fog Data

Option: Enable and adjust
Effect: Additional fog layer for complexity

5. Volumetric Fog Settings

Extinction Scale: Controls fog thickness in air
Scatter Distance: Adjusts volumetric quality
Start Distance: Where fog begins

Goal: Cinematic, atmospheric look

Result: Hides empty distant areas, adds depth, more professional appearance

Foliage System - Trees

Import Tree Assets:

Window → Fab
Search: "stylized environment pack"
Filter: Free

```
Select: Stylized Environment Pack
Add to Project (version 5.4, compatible with 5.6)
Wait for import
```

Foliage Mode Setup:

Selection Mode → Foliage Mode

1. Navigate: Content/StylizedEnvironment/Meshes
2. Find tree mesh
3. Drag tree into Foliage dropdown
4. Automatic prompt: Create foliage type asset
5. Click Save (automatic asset creation)

Foliage Settings:

Select tree in foliage list:

- Enable checkbox (to paint)

Density: 10 (prevents overcrowding)

Scale Settings:

- Minimum: 1.5
- Maximum: 1.8
- Random: Enabled (for variety)

Brush Size: Adjust to preference (smaller = more control)

Painting Trees:

Performance Warning: Don't overpaint (causes lag)

Strategy:

- Paint along track edges (creates depth illusion)
- Focus on corners (most visible during racing)
- Add sparse distant trees (background layer)
- Avoid center of track area

Wind Animation Adjustment:

Issue: Trees have excessive wind movement

Fix - Trunk Material:

1. Open tree static mesh
2. Materials section → Tree trunk material
3. Open material editor
4. Find: World Position Offset nodes
5. Multiply node values:
 - Change: 0.5 → 0.2 (or 0.1)
6. Apply and Save

Fix - Leaves Material (Material Instance):

1. Select leaves material
2. Parameters:
 - Wind Intensity: 0.1
 - Wind Speed: 0.1
3. Save

Result: Subtle, realistic wind movement

Foliage System - Rocks and Props

Adding Rock Foliage:

From Stylized Environment Pack:

1. Find rock meshes
2. Drag ONE rock type into foliage list
3. Settings:
 - Density: 10 (or 5-8 for variety)
 - Scale: 5 (min) to 8 (max)
 - Random scale: Enabled
4. Disable tree painting (uncheck tree)
5. Paint rocks along track borders

Adding Wooden Logs:

1. Find log meshes in pack
2. Add to foliage list
3. Reduce density (prevents overcrowding)
4. Scale: 5-8 range
5. Disable other foliage types
6. Paint strategically along track

Performance Note:

```
Foliage meshes (rocks, logs):  
- Enable Nanite (if available)  
- Better performance than traditional foliage  
- Meshes handle Nanite better than grass/leaves
```

Painting Strategy:

```
Layer Philosophy:  
1. Trees: Main depth layer  
2. Rocks: Medium detail layer  
3. Logs: Accent/variation layer  
  
Balance: Visual interest vs. performance  
View angles: Looks better in motion during racing
```

Project Download and Resources

Unreal Club Membership

Included Content:

- Complete racing game project file
- 200+ tutorial assets
- Pre-made blueprints and systems
- Mechanics from viral games (featured in streamer content)
- Migration-ready assets for own projects
- This tutorial's complete project

Access: Link in video description

Final Game Features Summary

Completed Systems

1. AI Racing Cars

- Autonomous path following via splines
- Dynamic steering calculations
- Balanced speed with player

2. Race Track

- Custom landscape with road mesh
- Checkpoint validation system
- Finish line detection
- Loop-capable track design

3. Visual Polish

- Stylized grass terrain material
- Custom road surface
- Atmospheric fog system
- Foliage layers (trees, rocks, logs)
- Car color variety

4. UI Systems

- Extended countdown timer (5 seconds)
- Checkpoint tracking
- Race completion detection

5. Camera System

- Optimized viewing angle
- Better forward visibility

6. Environmental Details

- Wind-animated trees
- Varied rock placement
- Decorative props
- Hidden checkpoint markers

Future Customization Options

Suggested Enhancements:

- Custom car models
- Additional environment assets
- More sophisticated AI behaviors
- Power-up systems (Mario Kart style)
- Lap counting system
- Position tracking
- Multiplayer support
- Additional race tracks
- Weather effects
- Particle effects for impacts
- Sound effects and music

Critical Technical Notes

Browser Storage Restriction

NEVER use in artifacts:

- localStorage
- sessionStorage
- Any browser storage APIs

Reason: Not supported in Claude.ai environment, causes artifact failure

Alternatives:

- React state (useState, useReducer) for React components
- JavaScript variables/objects for HTML artifacts
- All data stored in memory during session

Common Issues and Solutions**AI Car Going Wrong Direction:**

- Missing Delta Rotator node in steering calculation
- Coordinate space set to Local instead of World
- Spline points not snapped to ground

Black Screen on Map Load:

- World Partition enabled (disable it)
- Need to reload map after opening

Checkpoints Not Working:

- Next Marker not linked properly
- Missing pipeline connection between gates
- Finish Line not marked as finish

Performance Issues:

- Too much foliage painted
- Nanite not enabled on static meshes
- World Partition disabled when needed for large maps

Camera Issues:

- Spring arm length too short/long
- Socket offset height incorrect
- Need to compile and save before testing

End-of-File

The [KintsugiStack](#) repository, authored by Kintsugi-Programmer, is less a comprehensive resource and more an Artifact of Continuous Research and Deep Inquiry into Computer Science and Software Engineering. It serves as a transparent ledger of the author's relentless pursuit of mastery, from the foundational algorithms to modern full-stack implementation.

Made with ❤️ [Kintsugi-Programmer](#)