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Milestone
4/26/19

Milestone report

The purpose of this project for me is to become used to using unity ,a game development software, to make a racing game using new skills i've learned to make a better game then I ever could have when I first used unity 2 years ago. Making a game in unity can be very complex and I've often found that while trying to fix errors new ones can be produced so I don't know if my game will be perfect but so far I have a good start on my racing game. I made a car asset that moves with acceleration and top speed movement values so the top speed and acceleration can be changed later possible with a collectible power up but I haven't written anything for a collectible power up yet. I plan on making it a split screen mode with different car controls using wasd instead of the arrow keys. It would be cool to add a feature like drifting that could be done by increasing the amount of turn done every second. I would also like to make a cool terrain to race around with trees and some other features possibly a warp shortcut. I will also make a clock that tells you how many seconds and milliseconds your run was and keeps track of the fastest run time. There are almost limitless possibilities as to what can be done in unity it's just a matter of getting everything to work at the same time together and it is a lot of testing little changes to see how it affects the game. There are also many errors that come up that you just have no idea what went wrong and have to backtrack to an old save version. Users will be able to move forwards and backwards with the arrow keys and turn left or right by using the corresponding arrow key. The game will hopefully help further my understanding of physics engines along with improve my all around coding. The coding used inside a game is similar to java with all the same data types but the way code is used is very different. You can

attach scripts with code in them to objects and have them change graphicly in a virtual world with textures and movement. I will probably get most of my textures and assets off a free store to give them a more realistic look and feel but right now everything is grey and untextured for the most part. If I can't use these assets I have made my own assets before but the process is time consuming and requires the use of a 3D modeling software. I think it would be really cool to make a level selection screen with multiple levels to race on but I can't start that until my game works the way I want it to.

(I have been in the hospital all day with my roommate because he fell out of his bed and hit his head really hard but I am really sorry about this being late)

Car movement script
-max speed -acceleration -reversespeed -turnradius
+turnright +turnleft +movefoward +reverse

finishline
+iscrossed +checkpointpassed