# Set up tasks – Rush Racing

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| Task | Task details | Assigned to |
| Creating menu/UI scenes | Very basic, functional menu (Garage does not have to be implemented yet) | Tyrell |
| Importing basic assets/objects | Possibly in collaboration with product owner. Please make a documentation containing where these assets were sourced from. | Immanuel |
| Scene building (terrains) | DEPENDANT ON ASSETS, if anyone has a good racing track already but if not we can make one from scratch | Henry |
| Car controller setup | I already have some basic car controller but if anyone has a better one we can use it. | Maya |
| Database setup | SQLite set up  Some sources:  <https://www.youtube.com/watch?v=ONi0M4PyXE0>  <https://answers.unity.com/questions/743400/database-sqlite-setup-for-unity.html> | Bernie |

Down the line… creating your own track!! Create as many as you want.