The game has 3 main scenes:

1. starting scene where rules and controls are written;
2. Main Scene where player has to drive a car through generated city layout (Riga old town planning). Map was generated using GIS Blender and roads using EasyRoads3D. Main goal – to collect as many signs as possible in 3 minutes while driving the car.
3. End Scene where you get option to play again or quit the application.

I developed myself map, road network and terrain. I also developed myself timer and scoring system. Car control system I took from Unity Asset store – MSVehicleSystem.

Waktrough video available on Youtube: <https://www.youtube.com/watch?v=SNVt-OyMuhUGitHub>

Full Unity library of game available from WeTransfer (size was more than 700mb so could not upload to GitHub): <https://wetransfer.com/downloads/3f7913367cdfc9fe59d7bbb4f3c3bb1720220102213240/83921c61a7e0c31c5914cc0d2cccccde20220102213258/7f8143>

.exe file works only from the start. Full program works only in Unity Play mode. Main problem why .exe do not work is probably connected with Unity version, EasyRoad compatability issues or some shader, collider issue that I was not able to solve. So it only runs from Unity Play mode.