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>