# Driving Systems in Unity with focus on drift mechanics

This project is used to create a driving system in Unity with as much real-life parameters included as possible. The main focus will to implement a drift system along with a race system as well, but in such a way that they both work on the same parameters rather than creating 2 entirely different systems. Please contact me in case of any questions of doubts at the details provided below.

Unity is famous for having a good base for creating driving systems but since there is little to no advanced features, my focus is to create a working driving system.

You have been approached because the familiarity you have with driving games and real-life experience with cars would be really useful to help optimize my project. You will be asked to rate how the driving mechanics feel in relation to real life and other racing games from different game engines and also about the consistency of the mechanics' performance across multiple vehicle models. This information will be stored until December 1st, 2023 and will be deleted after this time.

Taking part in this project is entirely voluntary and that refusal or withdrawal will involve no penalty or loss, now or in the future.

There is no reasonably foreseeable discomforts, disadvantages and risks in taking part in this research.

Unfortunately there is no intended benefit to the participant from taking part in the project expect maybe increasing your driving skills in video games.

All data collected from the participants will be anonymous and the opinions collected cannot be used to identify the user or their data.

The project has been reviewed by the Cambridge School of Creative Industries SREP.

For any queries or doubts contact me at: sm2616@student.aru.ac.uk