

Driving Systems in Unity with focus on drift mechanics

The questions below are designed to see if the project has been successful in creating a relatable drift mechanism that can be related to in real-life and how consistent it is across multiple car models and configurations

* Indicates required question

1. On a scale of 1-10 how much did you enjoy the project *

Mark only one oval.

Didn't enjoy

1 ☐

2 ☐

3 ☐

4 ☐

5 ☐

6 ☐

7 ☐

8 ☐

9 ☐

10 ☐

Enjoyed it

2. How would you rate the drift mechanism?

Mark only one oval.

Poor

1

☐

2

☐

3

☐

4

☐

5

☐

6

☐

7

☐

8

☐

9

☐

10

☐

Excellent

3. Would you say the drift mechanism is on the realistic side or the arcade style?

Mark only one oval.

Realistic

1 ☐

2 ☐

3 ☐

4 ☐

5 ☐

6 ☐

7 ☐

8 ☐

9 ☐

10 ☐

Arcade

4. Would you prefer the drift mechanism to be realistic or arcade-ish?

Mark only one oval.

☐ Realistic

☐ Arcade

5. How would you rate the race mechanism?

Mark only one oval.

Poor

1

☐

2

☐

3

☐

4

☐

5

☐

6

☐

7

☐

8

☐

9

☐

10

☐

Excellent

6. Would you say the race mechanism is on the realistic side or the arcade style?

Mark only one oval.

Realistic

1 ☐

2 ☐

3 ☐

4 ☐

5 ☐

6 ☐

7 ☐

8 ☐

9 ☐

10 ☐

Arcade-ish

7. Would you prefer the race mechanism to be realistic or arcade-ish?

Mark only one oval.

☐ Realistic

☐ Arcade

8. How consistent was the driving mechanics over the multiple models?

Mark only one oval.

Really Inconsistent

1

2

3

4

5

6

7

8

9

10

Consistent

9. Any other feedback that could be used to improve this project?

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