Car 2D

Welcome!

I explain how I made it step by step here:

https://youtu.be/u6SiHi0HBxU

How to use:

In the example scene you can see a car with a script on it (on the *CarBody* game object), there are several ways to tweak/change the behavior of the car, all of this is explained in the end of the video on the link above

- **In the script:**
  - **SpeedF:** controls the maximum speed going forward
  - **SpeedB:** controls the maximum speed going backward
  - **TorqueF:** controls the amount of torque applied to the wheels, whem accelerating forward. This variable basically controls forward acceleration
  - **TorqueB:** controls backward acceleration
  - **Traction Front:** Does the car's front wheel have traction (can I control the front wheel ?)
  - **Traction Front:** Does the car's back wheel have traction (can I control the back wheel ?)

- **Out of The Script:**
  Out of the script the there is also a bunch of ways to tweak the car**:**
  - Changing the size of the wheels
  - Changing the shape of the car
  - Rigidbodies: The car and both wheels have rigidbodies, on them you can change stuff such as mass, Linear Drag, Angular Drag and Gravity Scale
  - Applying different Physics2D materials to different colliders can simulate stuff as bouncy wheels or a slippery road