Hi

This is a most easy to use racing game template that you can find for Unity

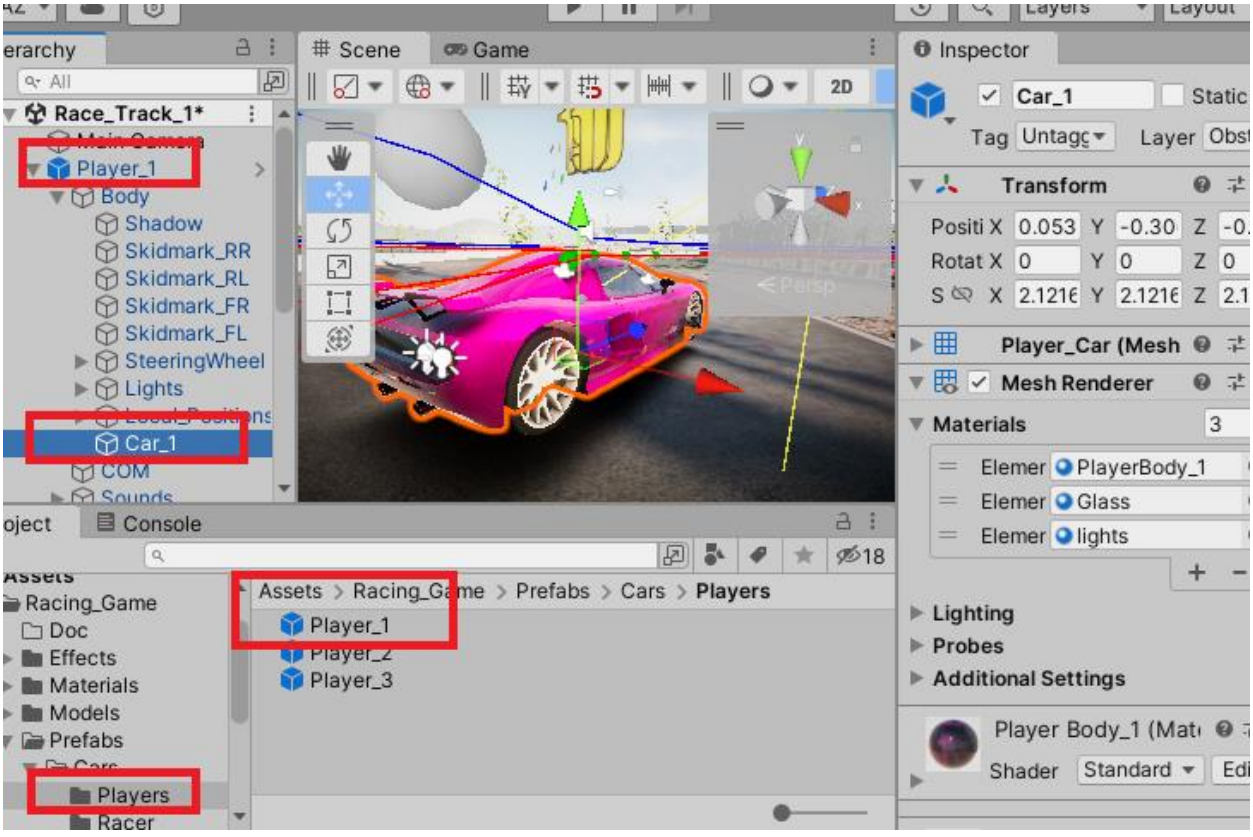
Using this game template, you can easily create or modify a new racing game with your desired result

You can easily modify game parts or create a new one with your own models

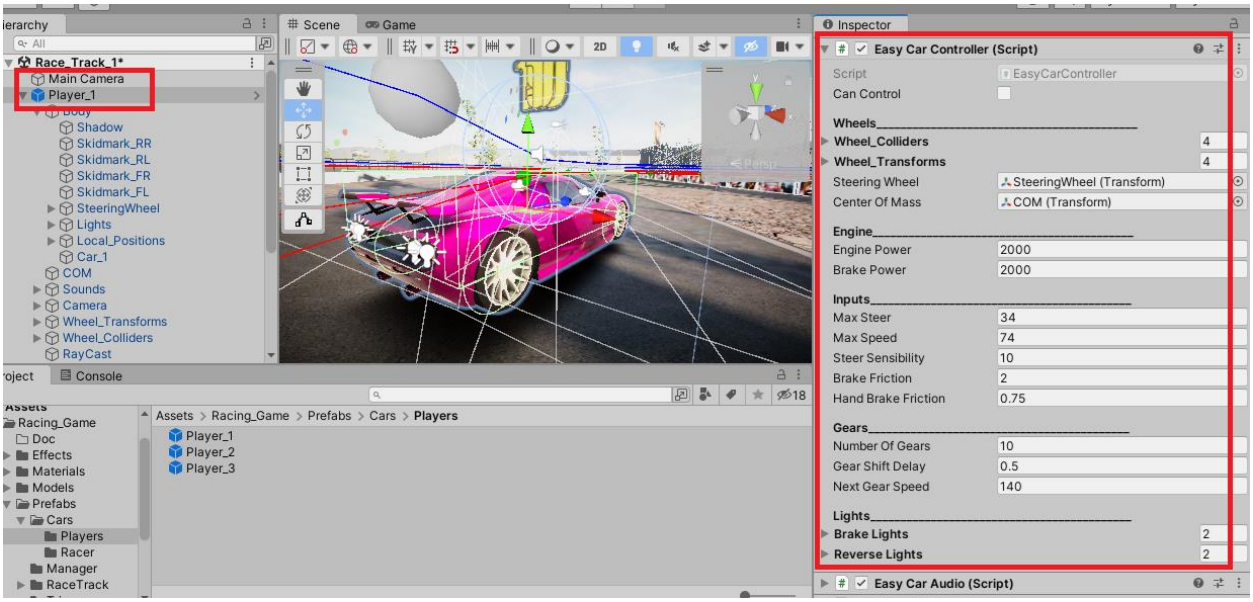
Just with a few clicks, you can easily setup a new race track… Just drag the racing prefabs into the scene and enter laps count and start the game…

Modify Player Cars

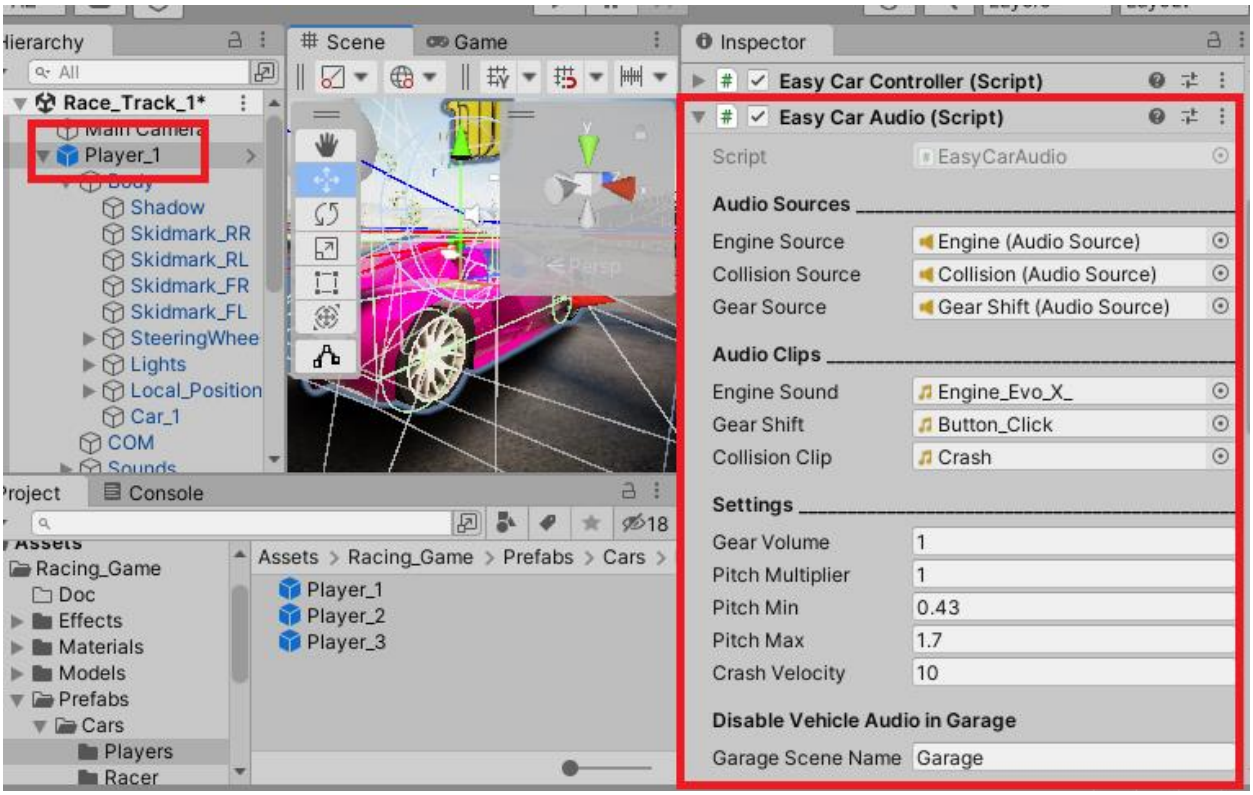
To modify the player cars, you can drag the **Player_1** prefab into the scene and replace car body and wheel models:



After replacing car model, now you can customize the car controller component to get your desired result. The default settings is the best. You just need to change max speed or the engine power:



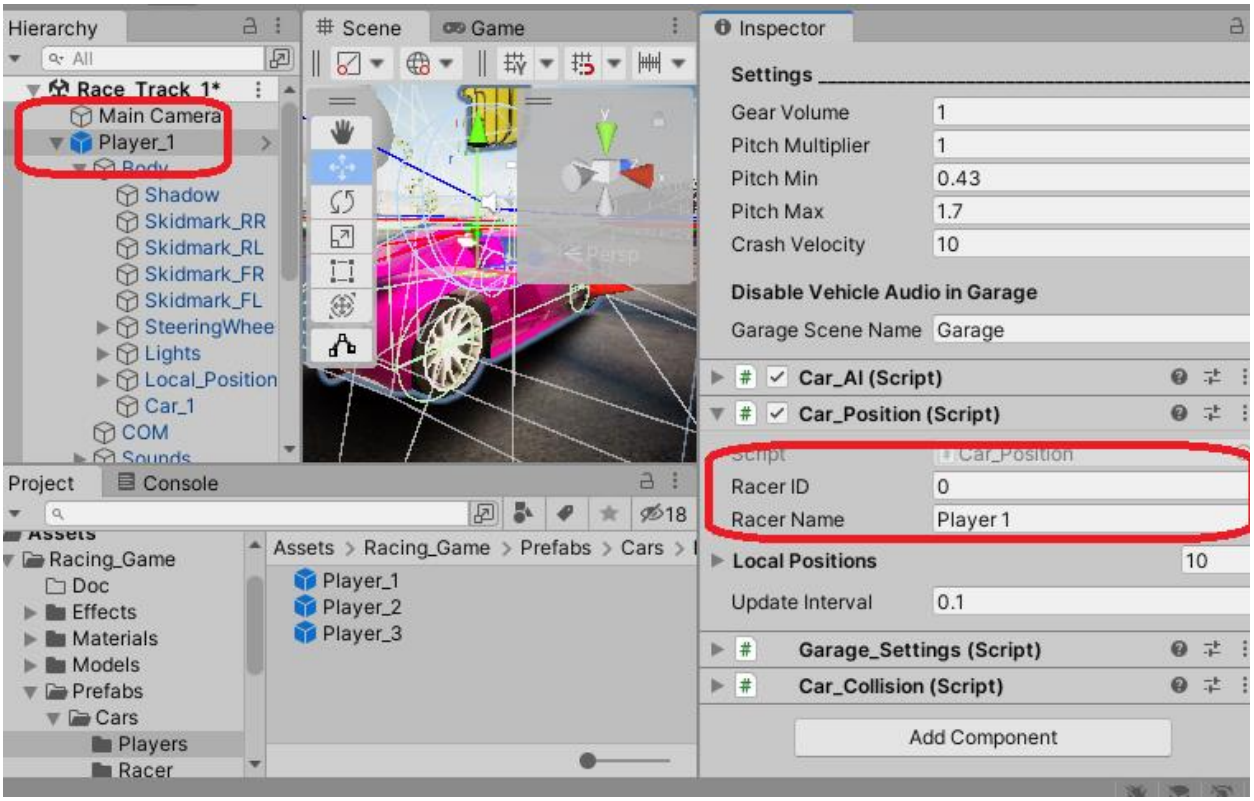
Also you can modify car audio settings… The default settings is good:



Now for each new **Player** prefab, you just need to enter a **name** for the player :

Note: All players must have to set the **ID** to the **0**

….



Now you can easily duplicate your player's prefab and change its **ID** and the **Name**. Also don't forget to select **"Racer"** tag for your racers

Racer ID must be:

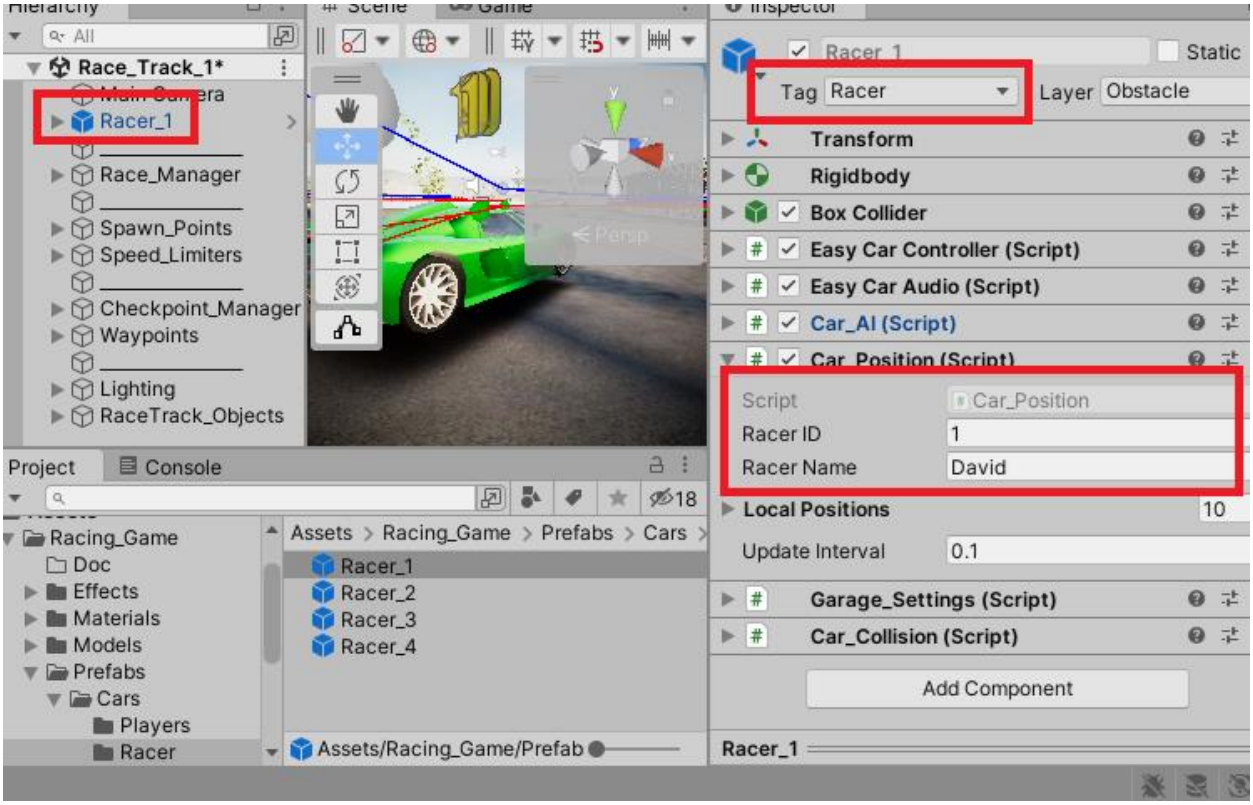
Racer_1 = 1

Racer_2 = 2

Racer_3 = 3

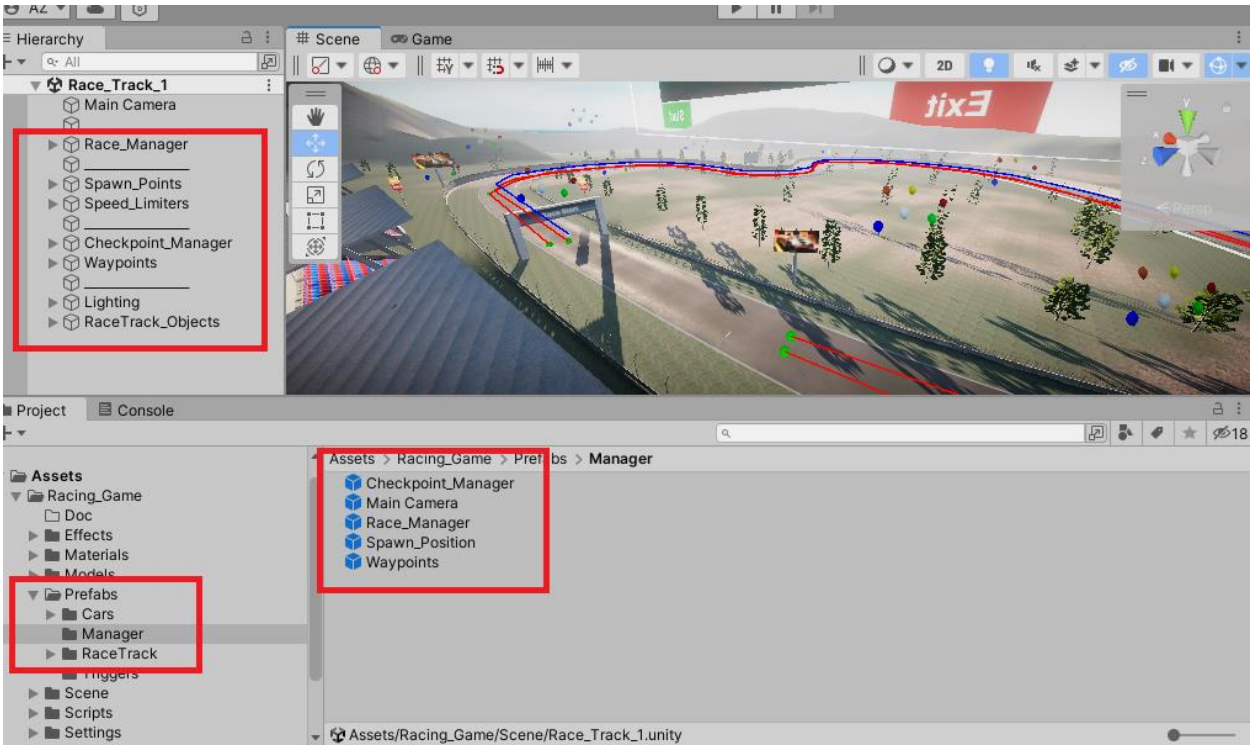
Racer_4 = 4

The racer **name** can be **unique** for each racer or player prefabs



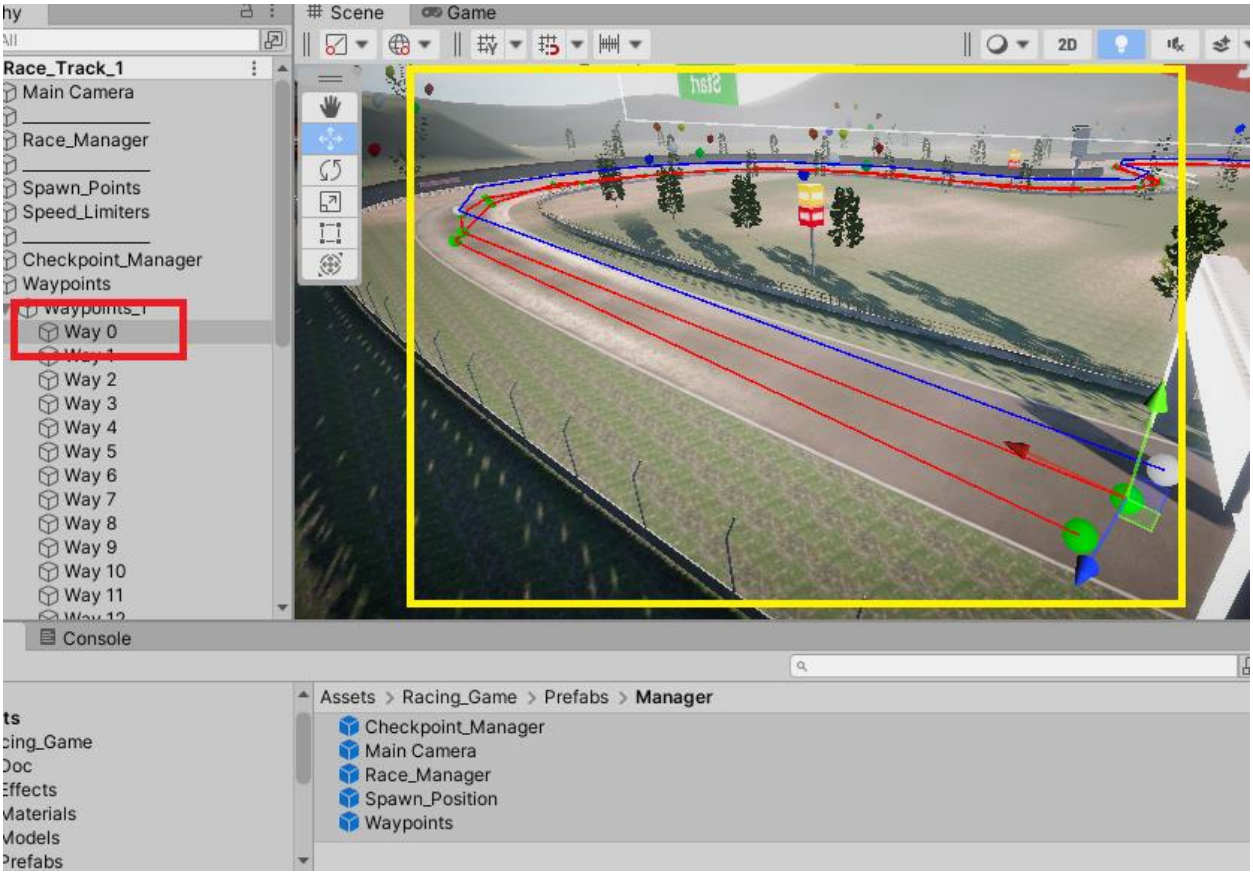
New Race Track

Adding the racing management elements is very easy task… First you need to create a race track using **EasyRoad3D** or make or download from the net… The from **Prefabs->Manager** folder drag all prefabs into your scene:

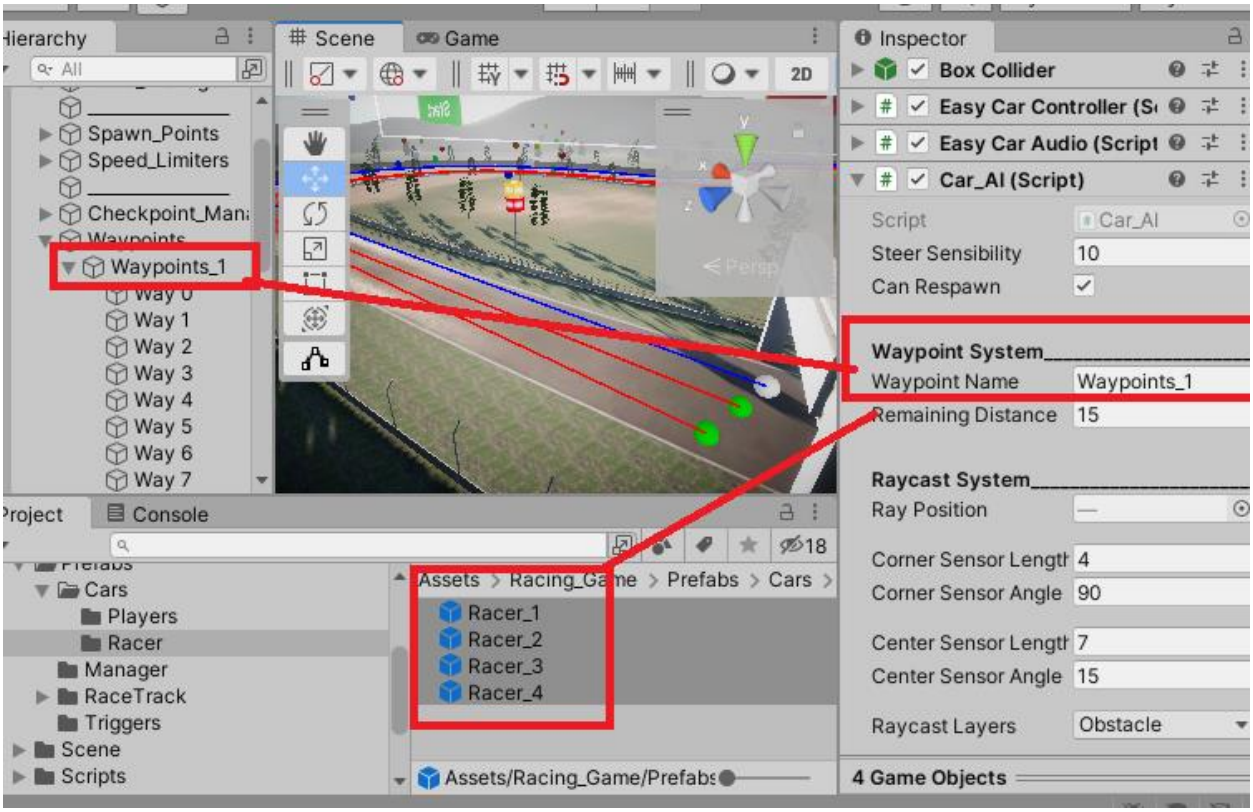


Waypoints

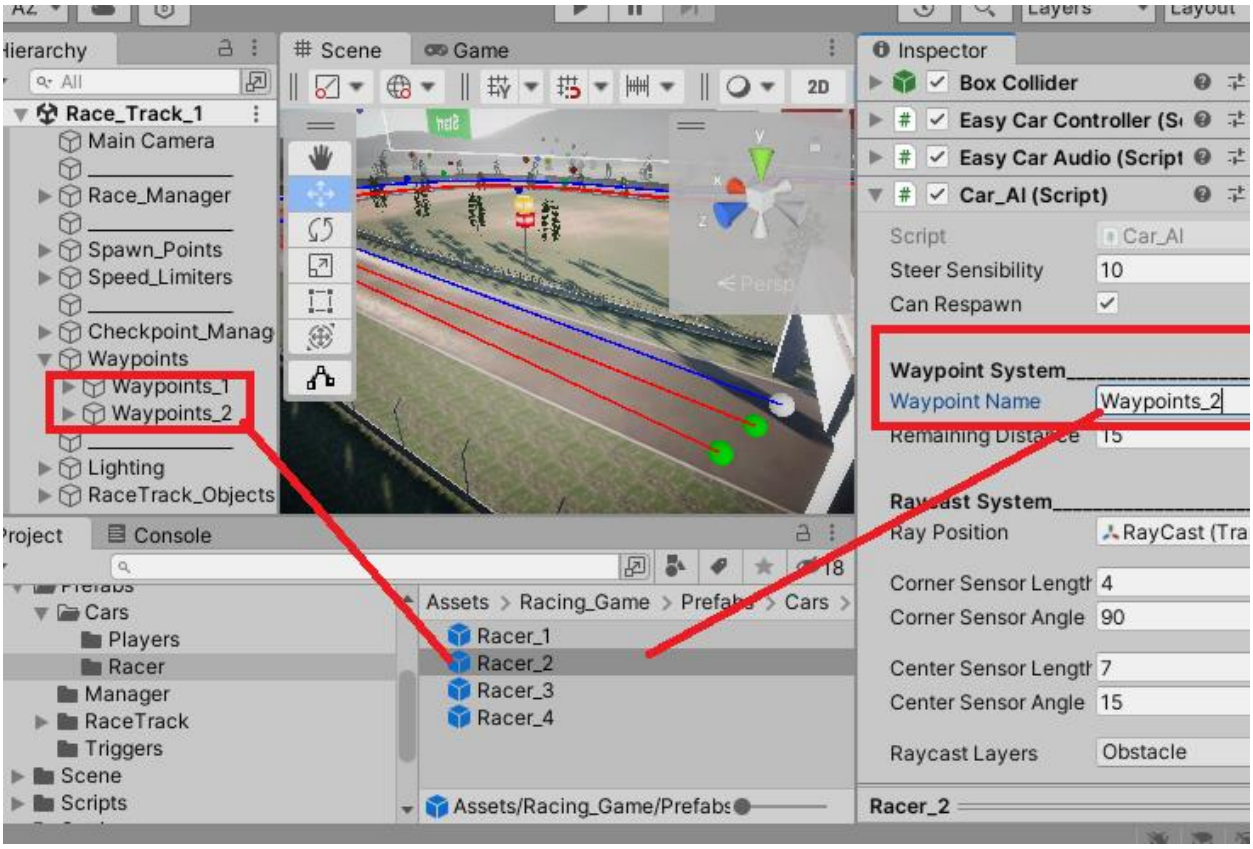
First of all you need to add waypoint into your track… The AI Racers will follow the waypoints along the road. Also the racers can avoid from **Obstacle** layers (road side, other cars)… Also the Racers can automatically **reverse** the car or **re spawn** after **5** seconds if they cannot follow the path



After placing the waypoints into your race track, now you can enter the waypoint name to your racers **AI** component:

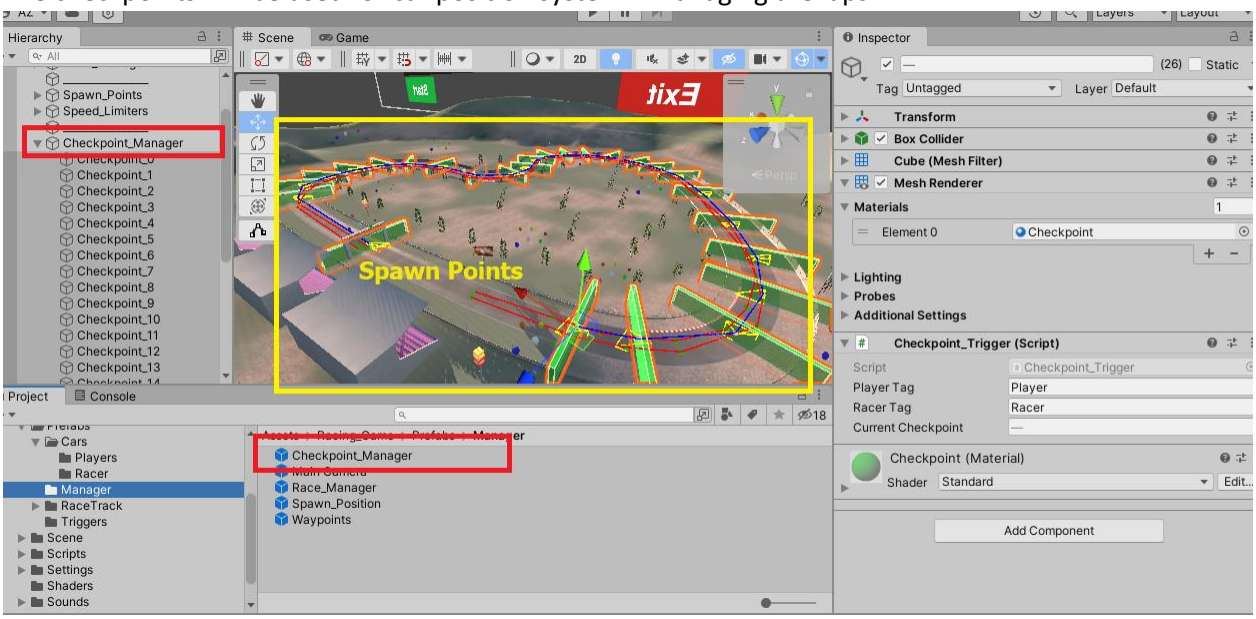


Note: You can add multiple waypoints set to your different racer prefabs



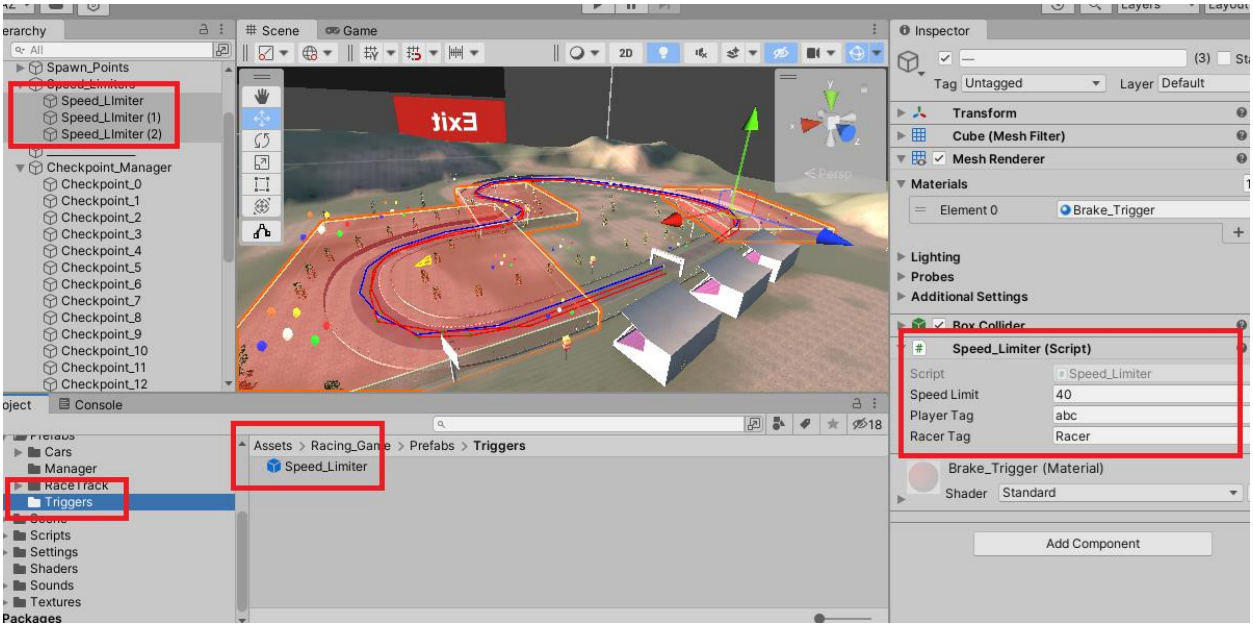
Checkpoints

The checkpoints will be used for car position system… Managing the laps…



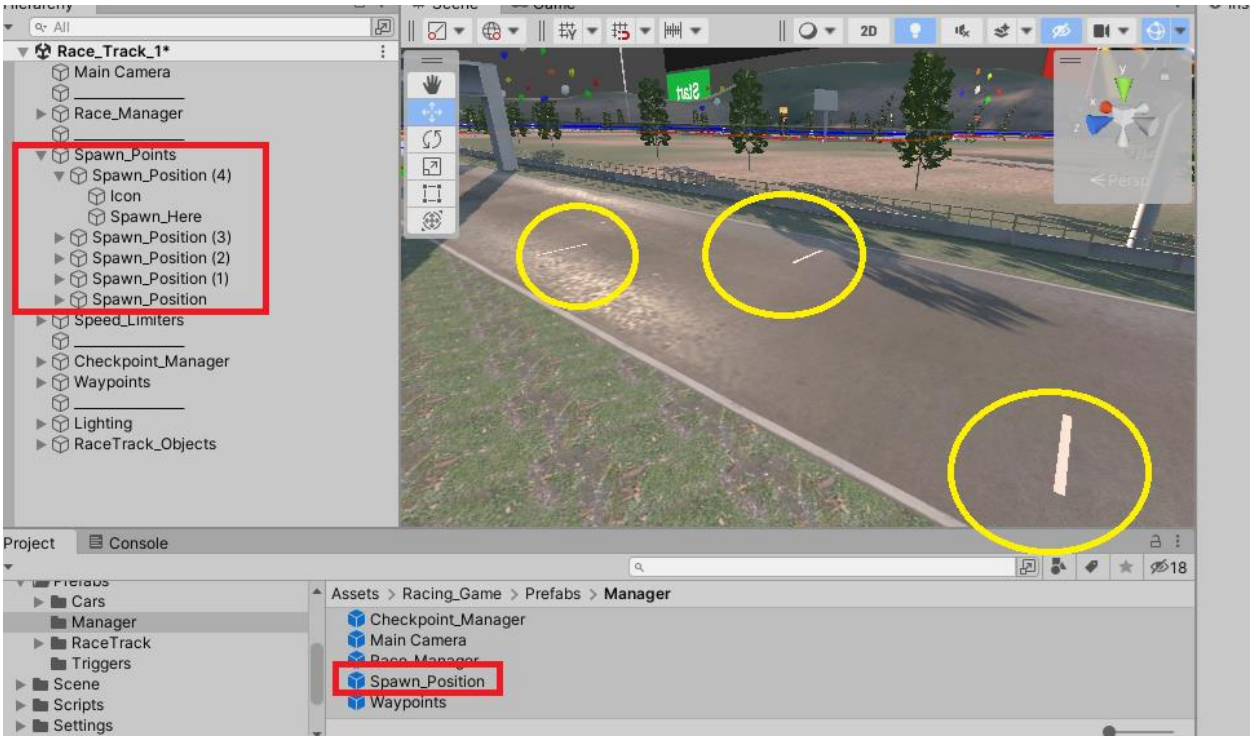
Speed Limiters

The speed limiters will be used to limit racer's speed at the hard angles:



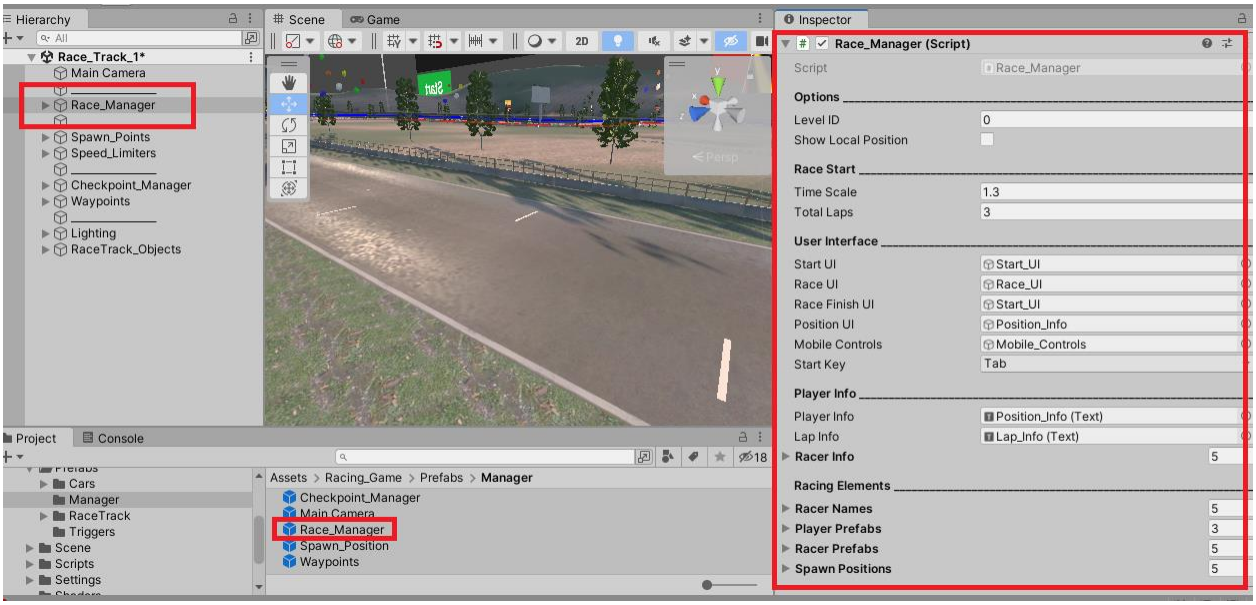
Spawn Position

The spawn positions will be used to spawn player and racer cars into the race track on the race start:



Race Manager

Finally the race manager is the most important part of the game. You can control all race settings here:



Level ID: Enter a unique level id for each level : 0 1 2 3 …
Show Local Position: This will display car position numbers on the top of the each car
Time Scale: Overall time scale of the game…
Total Laps: Total race laps to finish the race
Start UI: Race starting UI
Race UI: Player position and current lap info
Race Finish UI: Display this panel after race finish
Position UI: Right panel to display racer positions
Mobile Controls: Display this when the input is set to the mobile mode
Start Key: Race start shortcut for keyboard mode control
Player Info: The player position info on the top left
Lap Info: Player current Lap/Total Laps info on the top left of the screen
Racer Info: A list of the racers position info on the right side of the screen (UI.Text)
Player Prefabs: The list of the player cars prefabs
Racer Prefabs: The list of the racer prefabs… The first one must be empty for player cars
Spawn Positions: Spawn points for instantiate player and racer prefabs

Now you can start the race and enjoy from the game: