

Extreme Drift

Unity5



Real drifting pros do not need just rear-wheel drive cars to perform amazing stunts on a track. They can control pretty much any car, ranging from SUVs to exotic cars, to the perfection. You would not believe your eyes what kind of drifts they are capable of. And these guys are looking for a new blood to join their team. What about you? Do you dare to try their challenge? The stakes are high. If you fail, you will go home without your car, but if you succeed, you will get invited into the real drifting elite. These guys are travelling around the world and enjoying extreme rides along the way. This is life you have always dreamed about. Lets take the risk! Tons of customizable cars and tracks to unlock means hours and hours of never-ending fun and entertainment. Who will become the next king of the drift? Will it be you? Then prove us that you deserve this title and show us your expert driving skills! Have fun.

Extreme Drift is a new package which is designed for Drift Games that would give you the ability to work and hand it easily.

Features of this package :

- Cameras are all set fine and The views can be easily changed and shifted
 - Vehicles controls are all real that would give you the real sense of driving
 - This package is easily manipulated and edited
 - Brake lines and particles are perfectly used in this package
 - The vehicles include shifting system
 - The asset include mobile control (UI)
 - this game have 5 trucks (sunny, night ,rain...)
 - this game have 14 vehicles (cars, police, helicopter...)
 - Main Menu and Game Play UI
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- After downloaded the extreme drift asset please import the unity “**Standard Assets / Effects** ” package

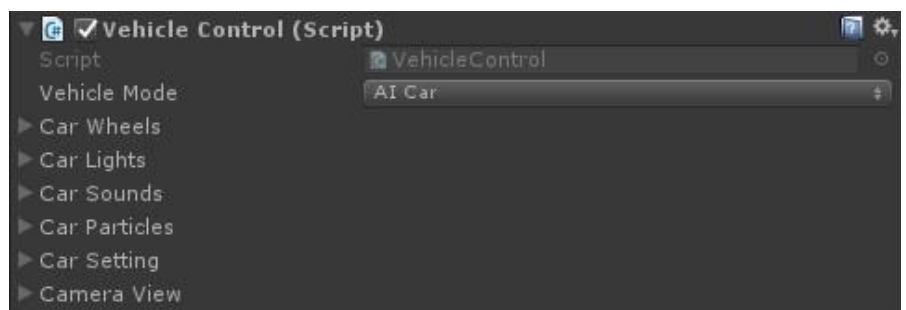
This package included some scripts that you can easily change and utilize in this package
You can find all the main scripts in " Scripts " folder .

Script Instructions :

- **(VehicleControl)** (This is the main script which is used to control the Vehicle.)

The settings of this car as 6 parts Including the following things

1. wheels
2. lights
3. sounds
4. particles



5. settings

6. camera view

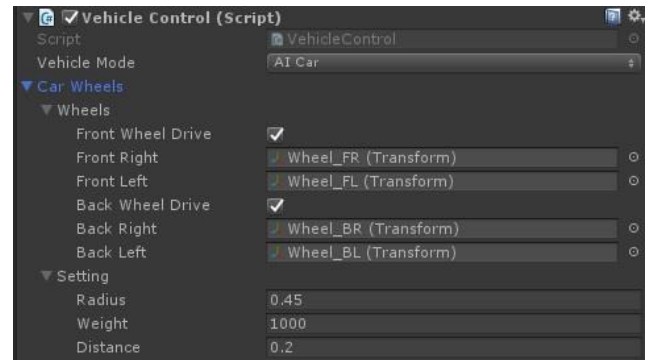
1. Wheels:

Wheels : In this part you must connect the wheels of the car

- **Wheels** (connect the wheels of the car)

Settings : This part is used to settings the wheels

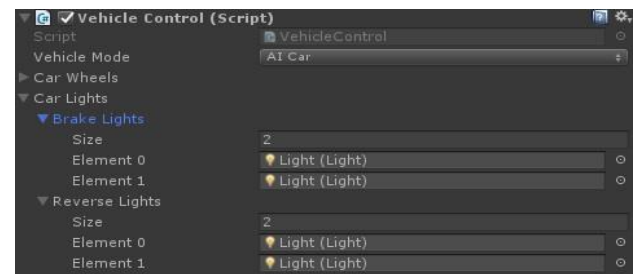
- **Wheel Radius** : collider size of wheels
- **Wheel weight** : Weight rate
- **Distance** : Distance of car body and wheels



2. lights:

It's used to set and put the front and back lights of the car

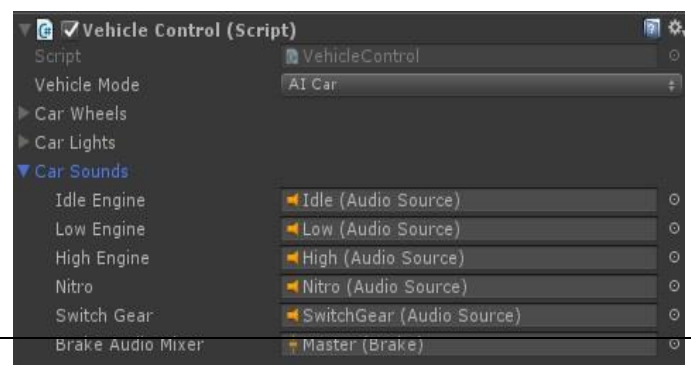
- **Brake Lights** (Accelerating or braking light)
- **Reverse Lights** (reverse gear light)



3. sounds:

This one is used to set the sounds of the car

- **Idle Engine** (when car idle)
- **Low Engine** (when release acceleration)
- **High Engine** (when press acceleration)

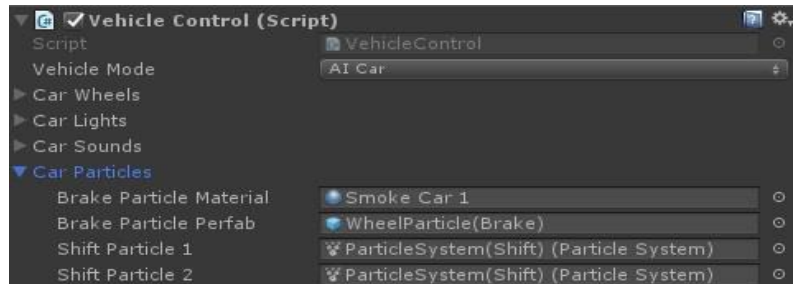


- **Nitro** (nitro audio)
- **Switch Gear** (switch gear audio)
- **Brake Audio Mixer** (edit the brake sound)

4. particles:

This one is used to put and set the nitro particles

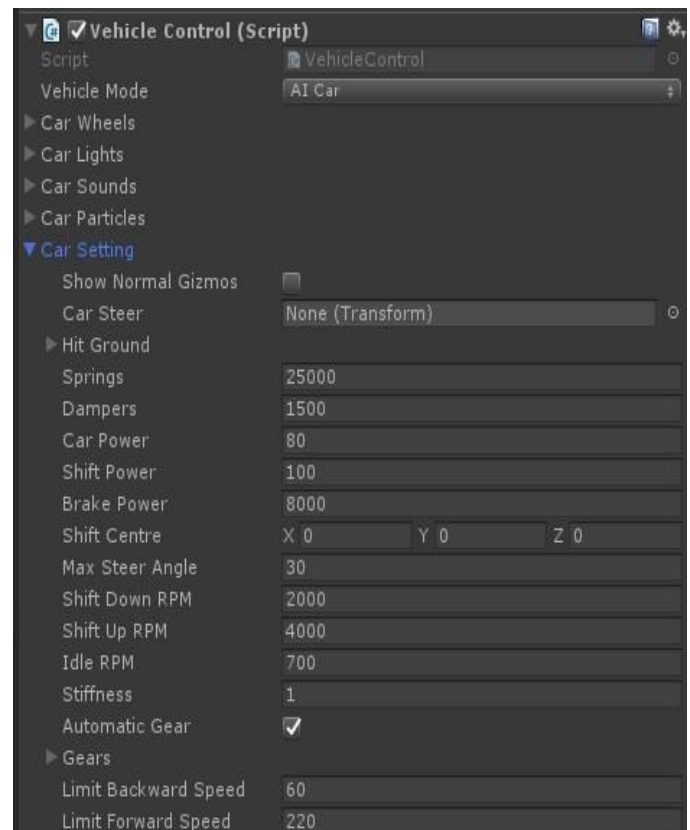
- Brake Particle Material (color)
- Brake Particle (prefab)
- Shift Particle 1
- Shift Particle 2



5. Settings :

The main setting of the car is found in this part

- **Show Normal Gizmos** : You can find out the Normal size and shape of selected car
- **Hit Ground** : change the smoke and sound of slipping the car from tags
- **Car Steer** : Steer Object Of Car
- **Springs** : Spring Rate
- **Dampers** : dampers rate
- **Car Power** : power of acceleration the Car
- **Shift Power** : power of shifting the car
- **Brake Power** : Power of braking
- **Shift Centre** : when the car is contrast (bottom of car)
- **Max Steer Angle** : The Range Rotation of the front wheels of car
- **Stiffness** : friction of car and wheels

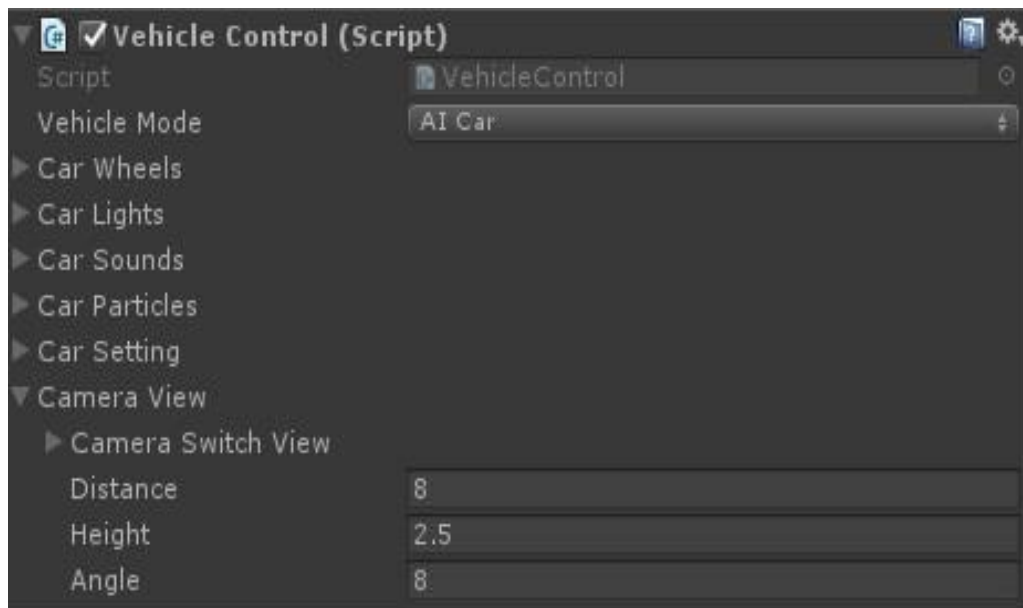


- **Automatic** : This part can put your gears on Automatic system , Otherwise you could change the gears by using Page up and down .
- **Gears**: The rate of gears

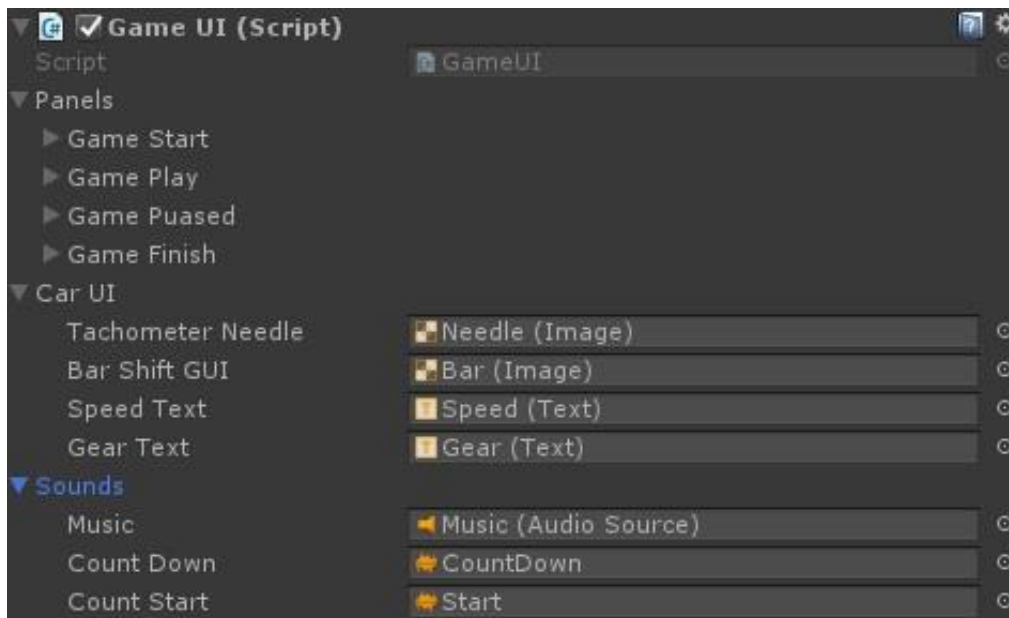
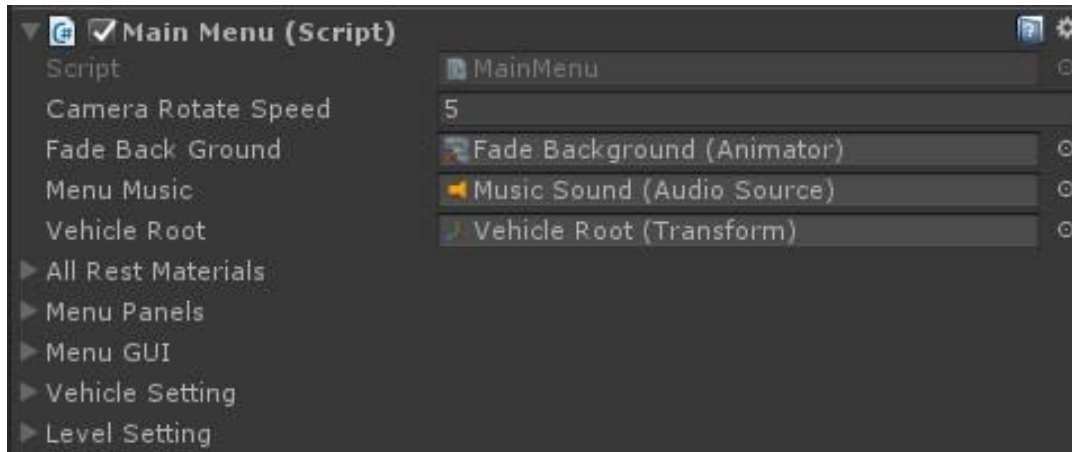
6. Camera View

It's used to set and put the front and back lights of the car

- **Camera Switch View**: add views of car (left , right , front)
- **Distance** : distance camera of car
- **Height** : Height camera distance
- **Angle** : Degree of camera angle



(MainMenu & GameUI) (we used these parts to control and modify the GUIs of screen and game.)



you can change it

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