DEVLOG #3

I will be playing assetto corsa for this devlog

The game is a realistic racing simulator so the challenges the developers face are immense. They had to simulate the physics for the car’s wheels, transmission, engine, and even things such as drag/aerodynamics. For example the wheels have tyre wear meaning they degrade over time, they have temperature which results in different levels of grip and also they can lockup or loose traction. There are just so many aspects and intricacies involved in simulating a car to behave almost life-like. Assetto Corsa sets itself as one of the best simulators for vehicles as its physics engine behaves almost identical to real life. Of course there are very small differences as 100% similarity is unreasonable but it's probably close to 95% accurate. The devs tackled these issues really well keeping the physics accurate and also optimal for performance allowing 40 cars to roam on a map with not alot of lag. This can be up to 300 including traffic cars. I have no idea how the devs tackled this but it probably has to do with them designing their own game engine tailored to sim racing.

The game is one of the best racing games for simulating real life car physics. It also has a massive modding community as many people play assetto corsa only with custom tracks (including the entire shutoku highway in a single track) and thousands of custom cars (any car you can think of) that you can just directly install and play on multiplayer servers with. To a bunch of developers the game is a simulator that manages to simulate real life car physics at slow and fast speeds. To investors it is a massive community with tons of online content all based around a single game.

What drew me to this game is its accuracy to real life. I don't know how to drive in real life but through this game I really want to buy a sports car and drive fast :).