

Ramps and Turbo Zones

Very Important: All code shall be clearly commented

The following programming tasks shall be accomplished.

1. When the ship is thrown over a Ramp or edge (Figure 1 & 2) the ship's inertia shall make it travel in the air. The ship shall travel farther away the more inertia it has.
2. While in the air, dragging shall have no effect. Control of the ship will be recovered when the ship comes in contact with the floor.
3. When the ship is dragged over a Ramp or edge the ship shall fall over the edge (see figure 3 and 4)

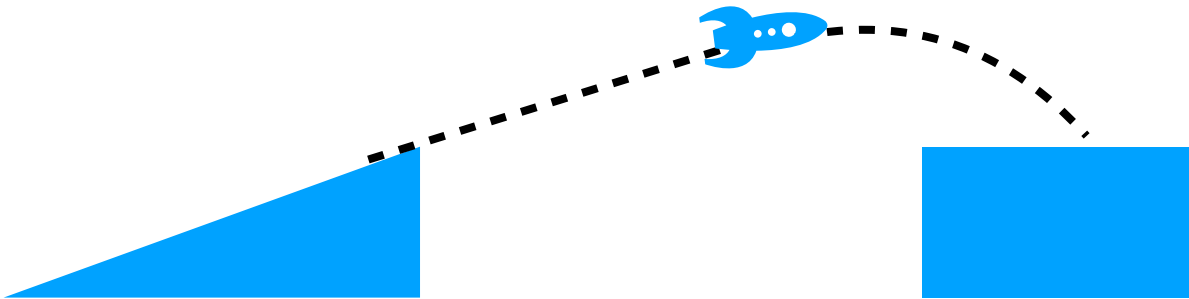


Figure 1: The ship has been thrown over a ramp

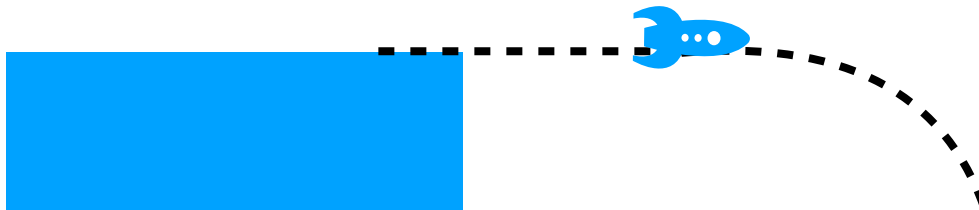


Figure 2: The ship has been thrown over an edge



Figure 3: The ship was dragged over an edge and fell

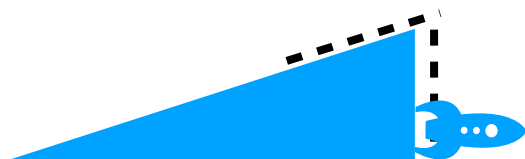


Figure 4: The ship was dragged over a Ramp and fell

Like in Mario Kart, there will be zones at the floor that increase the ship's speed when they come in contact with each other.

4. The turbo zone shall be a game object
5. High and width shall be adjustable through the inspector
6. Increased velocity shall be adjustable through the inspector
7. The turbo zone will be used on top of ramps therefore it shall also work when rotated (see figure 6)

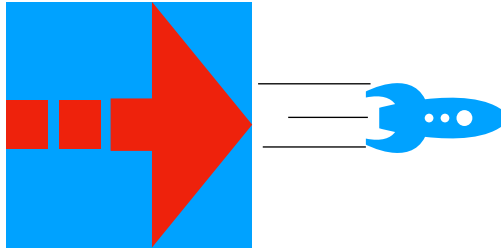


Figure 5: Top down view of the turbo Zone

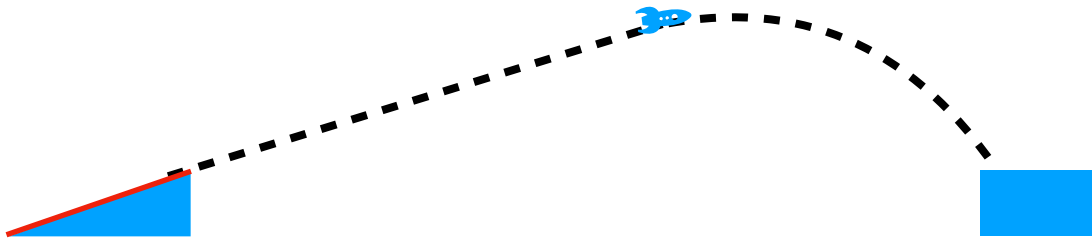


Figure 6: Turbo zones on Ramp makes the ship travel further away

8. The ship shall be able to pass through a 360 loop with the help from a turbo Zone. Turbo zones can also be inside the loop in order to help the ship pass through.

