

Interim Report:

# Aquario Kart: Double Splash!!

Team Markedly Minified Olives

Mark Pilgram, Min-Shan Luong, Oliver Jung



# Progress Report

## Vehicle

- ✓ Handling Model
- ✓ Terrain-Based Handling
- ✓ Camera System
- ✓ Water System (-Items)
- ~ Visual Effects
- ✗ Race/Driving UI

## AI

- ~ Basic Driving
- ~ Dynamic Obstacle Avoidance

## Level Design

- ✓ Level Layout
- ~ Checkpoint System
- ✗ Scenery Objects



# Progress Report

## Functional Minimum

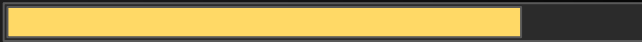
Driving Mechanics, Ground Types



AI Race Track Navigation

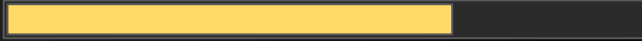


Functional race course



## Low Target

AI Dynamic Obstacle Avoidance



Water Tank System







# Challenges

- Vehicle landings
- Unwanted Camera Vibrations
- Allowing the AI to follow a track and avoid obstacles simultaneously
- Unity Terrain Texture Count Limitations

Demonstration

**VROOM VROOM**

**Thank you!**