

Wheelz2: UnrealRacerz

Hey, Hope you enjoy W2:UR - feedback on any medium is great
If you have no idea who I am - feedback to chozabu@gmail.com is still super welcome :)
Even if you don't give me feedback, Hope you have fun!

The general idea here is to make a bloody nice 3d motorbike game, inspired by the 2d "Trials" series (but in full 3d), and the bikes from GTA:ViceCity amongst other things - along with some new twists.

Currently the core concept is trials, with shared online ghosts/times - and realtime online racing.

At this stage - nothing is set in stone, so your comments can really have an impact

Controls

Dual analog gamepad strongly recommended!

Basically, use sticks and triggers, but in detail:

Action	Gamepad	Keyboard
Accelerate	Right trigger	W
Boost	Right Shoulder	lshift
F-Brake	Left Trigger	Spacebar
R-Brake	Left Shoulder	S
Lean Sideways (Roll)	Left Stick X-axis	A/D
Steer (Yaw)	Right Stick X-axis	Left/Right
Lean fwd/bk (Pitch)	Right Stick Y-axis	Up/Down
Stunt mode (no auto-balance in air, less on ground)	HOLD Left stick	LCtrl
Jump	Right Stick (press and release)	RCtrl
Change Camera	Face Top button	tab/c
Manual gears(DISABLED)	Other face buttons	
mount/dismount	Special Left (back/select)	E
Pause Menu	Special Right (start)	P/Esc

To reverse – hold Accelerate & R-Brake.

To rotate on the spot try: hold both brakes, lean left, steer left, and jump.

Many of the buttons on the keyboard do... various things - press at own risk.

Don't blame me if you spawn a rock on your face, get fired into the sky, or something else happens from pressing random keys.

Game Objective

Ride. Race your friends, or beat your own best times. Complete the three main packs “Speed”, “Trials” and “Physics” - or explore the open levels, like the 4kmx4km Redwood forest, finding hidden courses and secrets.

ToDo

Online highscores & ghosts

More/Better Bikes (and all sorts of other vehicles)

More/Better Levels (open world, single race and mix)

Mod Support (vehicles and levels)

Ingame Level editor

Online Multiplayer

millions of tweaks, big and small... tell me things you don't like, or would like to see

Contact

Alex P-B

Chozabu+wheelz2@gmail.com

Also chozabu on skype, discord, unreal engine forums, FB, Linkedin, etc... I am not too hard to get in contact with - sorry if I reply slowly, feel free to give me an extra poke or two