

Ver. 1.0

Vehicle Name/Model

General.

Type of vehicle:

Size dimensions:

Its specific use~s:

What kind of race~s can use it:

Amount of people to drive it:

Amount of people to fully utilize it:

Amount of people to fully utilize weaponry:

Amount of people able to transport:

Material~s it's made of:

Common issues:

Lacking features:

How to get inside:

Detail.

Engine used:

Engine location:

Seat location:

Cockpit Location:

Cockpit size:

Steering location:

Wheels used:

Mast used:

Ergonomic:

Usability:

Driving license~s:

Model/Version:

Easy to use factor:

Easy to learn factor:

Comfort in using:

Low/Mid/High-end vehicle:

Fuel:

Max amount of fuel:

Fuel consumption per distance:

Easier to startup when X temp:

Difficult to startup wen X temp:

Can't startup when X temp:

Resistance.

Water:

Fire:

Wind:

Gunshot:

Plasma shot:

Ion cannon:

Other weapon:

Virus polluted outside air:

Poisonous outside air:

Warmth:

Cold:

Acid:

Drove in terrain.

Wind:

Rain:

Fire:

Water:

Uneven ground:

Even ground:

Forest:

City:

Farm:

Open grass field:

Rocky terrain:

Wet terrain:

Hot terrain:

Visual and function.

Short description:

Type of wheels:

Terrain it can drive/fly in:

Biomes it can drive/fly in:

Shield:

Weaponry:

Resistant to:

Time before fuel completely depleted:

Movability.

Quickest forward speed:

Quickest backward speed:

Quickest vertical speed:

Forward acceleration:

Backward acceleration:

Vertical acceleration:

Tricks.

Loop da loop:

Barrel roll:

180 turn:

360 turn:

U-turn:

Side-sliding:

Story.

Background:

Story:

Who designed it:

Who built it:

Who drives it:

Who sells it:

Who buys it:

Why it exists:

Other: