For my 15112 Term Project I plan to make a game similar to *Max Dirt Bike* which can be found at the following link <http://www.maxdirtbike.org/>. For this project, I will be using PyGame. My game will allow the player to control a dirt bike going over premade obstacles placed at randomly generated locations. The player will have to use the left and right arrow keys in order to change the orientation of the dirt bike. The goal of the game will to be able to successfully get to the end of the level without crashing. Crashing will be if a player’s head or other parts of the body besides the two wheels collide with a part of the ground. Additionally, I would also like to have an opponent in the game which is controlled by AI which will race the player to the end of the level.

Lastly, I will also create a simple menu and options menu that will allow the player to change the difficulty of the level. I would like to allow the player to choose the length of the level and alter the frequency that each obstacle will occur. Finally, I would like to allow a player to store and save a level and go back and play it another time.