## Car Game

Course: artificial intelligence

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Team Name: The Watch

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## **Project summary:**

Recreating one of the classic car games, using tools such as VSCode, Python and Pygame.

## Implementing different game mechanics:

- Locomotion
- GUI Interactions
- Time Scoring
- High score detection
- Randomized enemy positioning
- Randomized enemy speed
- Car Drifting
- Collision Detection