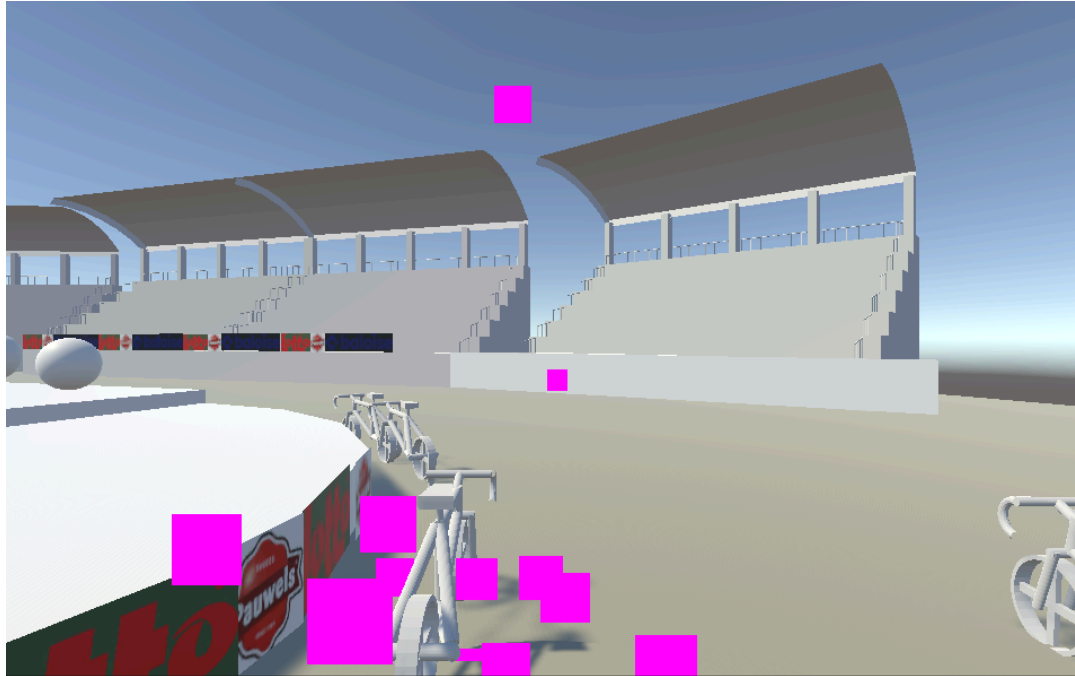


Note - the source code for the final project is in the repository “ovalracer” not “final”

Welcome to the track cycling world championships! Control your rider as you fight for glory in the legendary Belgian velodromes!

With hyper-realistic graphics and real sponsor advertisements on the track, you won't be able to tell you're not really on the track yourself! Every triangle of the geometry in this game has been lovingly hand-modeled by a struggling grad student in only the finest of 3D modeling software.



The realistic physics as you draft behind your enemies to speed up, and gain and lose speed as you move to the inside and outside of the track are the most thrilling in a sports game since computers have been invented. Watch for the pink particles from a rider's tail to tell that they're drafting behind someone else.

The controllable camera allows you to get a front and rear view from your bike allowing unparalleled tactical decision making, and the camera shake as you build your speed will disorient you just like you are behind the handlebars with your heart beating hard

The artificial general intelligence algorithms powered by chatGPLammaClaude mean your opponents will make intelligent throttle and steering decisions to give you a challenging race every time. And if you want a little extra challenge (or maybe need some help) you can alter your rider's speed in the main menu which will affect your acceleration and top speed.

Our dynamic audiences will increase their cheering as you get closer to the end of the race, replicating the feel of a real sporting event!

Will you accept the challenge? Put on your helmet, its time to race!