

## Requirements:

1. The program must display a timer
  - a) The timer must be displayed on the screen
  - b) The timer must run down as the game is active
  - c) The timer must pause when game is paused
2. The program must have obstacles
  - a) The obstacles must decrease time when collided with
  - b) The obstacles must move (drive)
  - c) The obstacles could look different (have different models)
  - d) The obstacles could have selective difficulties
3. The program must have a menu
  - a) The menu must have a start button
  - b) The menu must have a quit button
  - c) The menu could have a settings button
  - d) The menu must display the User top 5 scores from the player
4. The program could have a settings menu
5. The program must have a UI
  - a) The program must have the player characterized as 'Bucky'
  - b) The program could have selective cars for the user
  - c) The program must have buttons to move
  - d) The program must have three lanes for the user to navigate
  - e) The program must have animations on:
    - I. Collisions
    - II. Start
    - III. Finish
    - IV. Navigation of lanes
6. The program could have a tutorial

## Story Board Flow:



## State Diagram:

