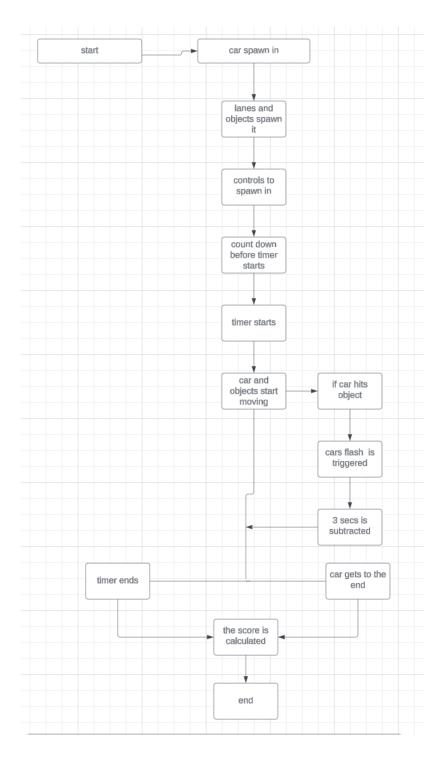
Requirements:

- 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:

