

1 Problem

In this assignment my objective is coding simple 2D racing game with javaFX.

2 Solution

I used to rectangles as cars and lane, circles for trees. With arraylist I re-arranged NPC cars positions.

3 Class Explanation

- i) In Sprite class, I defined my cars and moving methods.
- ii) In my Main class, I initiated the window, handled keyboard events, do collision checking.