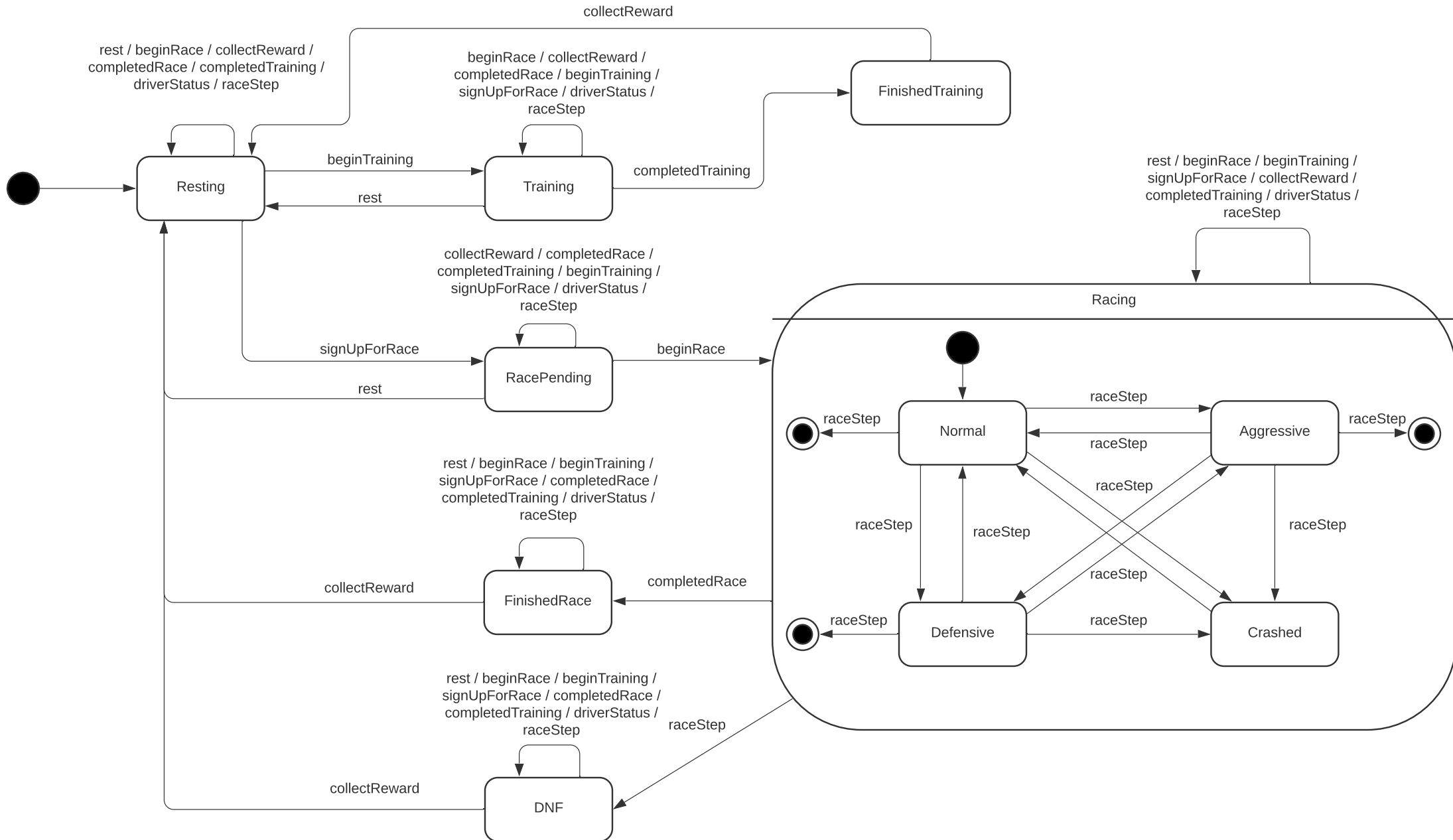


## Driver States



For each call of `raceStep` within the racing state, randomly choose which state to go into. If the car is wrecked, then DNF. If the driver got to the end of the track, then FinishedRace.