Mo' Scalextric

We provide the framework, you make the game!

Challenge Rating: 2/5 -> 4/5

What's Scalextric?

Once, a long time ago people played with toy cars on a track. There were wires. There was a squeezy trigger. You pulled the trigger to make the car go. You squeezed harder to make the car go faster. You raced against one another. And that was it. But it was soooo cool! And it still is now.

What do we do?

A little while ago we developed a system which could control scalextric cars over the internet, using a Raspberry Pi.


Racing could be a whole lot more fun than it used to be!

We have created the infrastructure and libararies to enable real-time racing between two players on their mobile phones, including traditional special weapons such as smart bombs, oil slicks and stingers, and more distraction weapons, such as Rickrolling.

The Pi displays a QR code on its monitor. A Player scans the QR code with their mobile phone. This takes them to a website which downloads a single page web application. The application takes care of queueing waiting players and presents them with a race, or a knockabout.

We want you help us design and build the racing game which sits on top of this enabling tech.
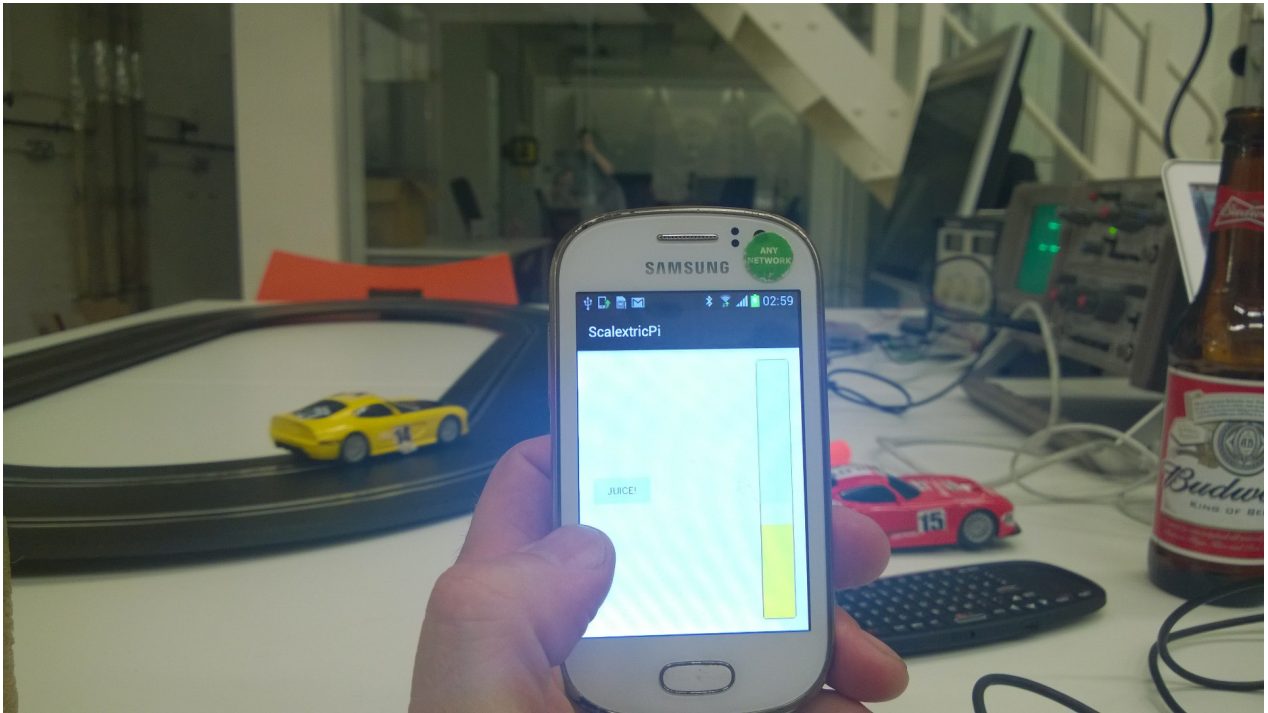
Experience Areas

This project will allow teams to gain and exercise knowledge and experience in the following areas:

- Project design and construction
- Javascript: AngularJS
- HMTL / CSS: Bootstrap
- Internet of Things (MQTT)
- Single Page Web Applications (GitHub Pages)

Want More Information?

See our [project pages](#)