Drag racing game

Classes

* Vehicle
  + Car
    - Chevy
    - Dodge

Threading

* Car power adders calculation
* Main thread

Menu

* Welcome
* Rules
* RACE!
* Car 1 Speed Shop (add/remove options)
* Car 2 Speed Shop (add/remove options)
* Load car 1 profile
* Load car 2 profile
* Save car 1 profile
* Save car 2 profile
* Show car 1 installed parts
* Show car 2 installed parts
* Show High scores
* Quit
* 2 “cars”, each represented by an ascii character.
* Car 1 is in the left lane and car 2 in the right.
* You can soup-up each car by spending money on speed parts
  + Engine power adders – blower, turbo, nitrous
  + Tires – slicks
  + Transmission shift kits – more expensive = faster shift
* 50 segments?
  + Once the first car reaches x segments in the calculations, the race is over.
  + The UI will then populate those segments on the screen in 2 “lanes”, showing how far each car reached.
    - A timer will be used to populate each line
  + Then car 1 or car 2 will be declared the winner and show a message.
  + Give player option to add their initials as the winner (2-3 chars)
* Give player option to save the car equipment to a file
* Give player option to load the car equip from file

REQUIREMENTS

* (Done) Opening screen with a description of the application and instructions
* (Done) Menu for the user to choose options
* (Done) At least 4 classes total
* (Done) Inheritance (minimum 2 derived classes)
* (Done) Polymorphism (Overloading and overriding)
* (Done) Encapsulation
* (Done) File input and output processing
* Multi-Threading
* (Done) Exception handling
* (Done) Abstraction