CAR RACING GAME using AI to CONTROL COMPETITOR CARS

Ataberk Baran Sütcü   Hasan Can Bayram   Umutcan Dansık

Supervisor: Serdar Arslan

## Çankaya University, Department of Computer Engineering

Abstract

The aim of this project is to provide users with an enjoyable racing game experience by using new technologies. After choosing the car and map that the user wants, s/he will race against the AIs and try to be the first.

Introduction

A racing game is a video game genre in which the player engages in a battle in which land, air, or watercraft compete in a first-person or third-person perspective. The main purpose of our project is to use artificial intelligence effectively in a car racing game and to increase the enjoyment of the people who play the game.
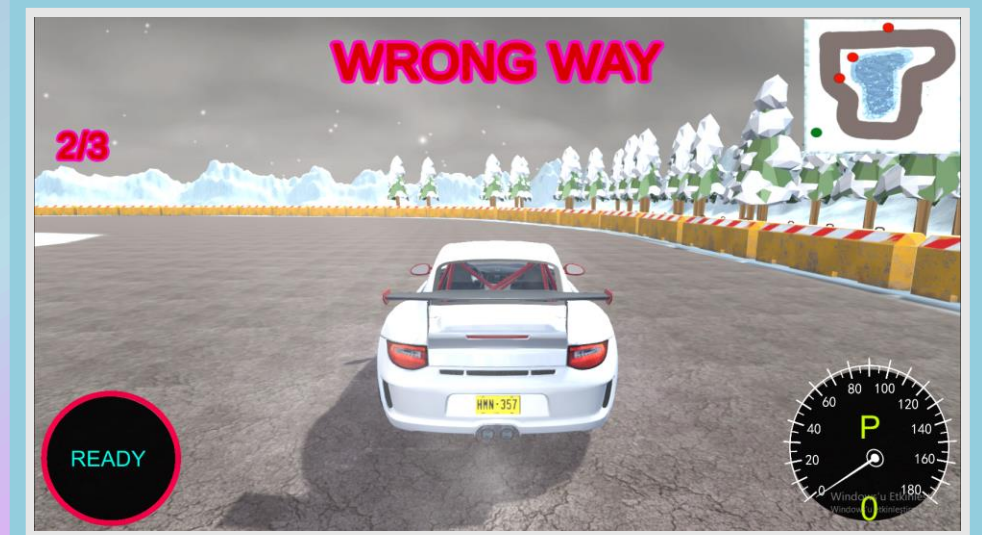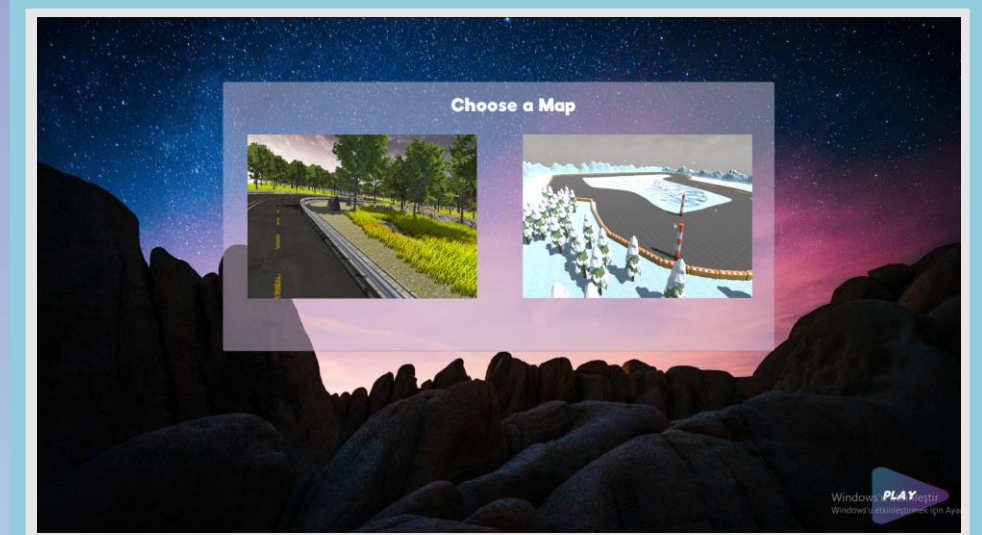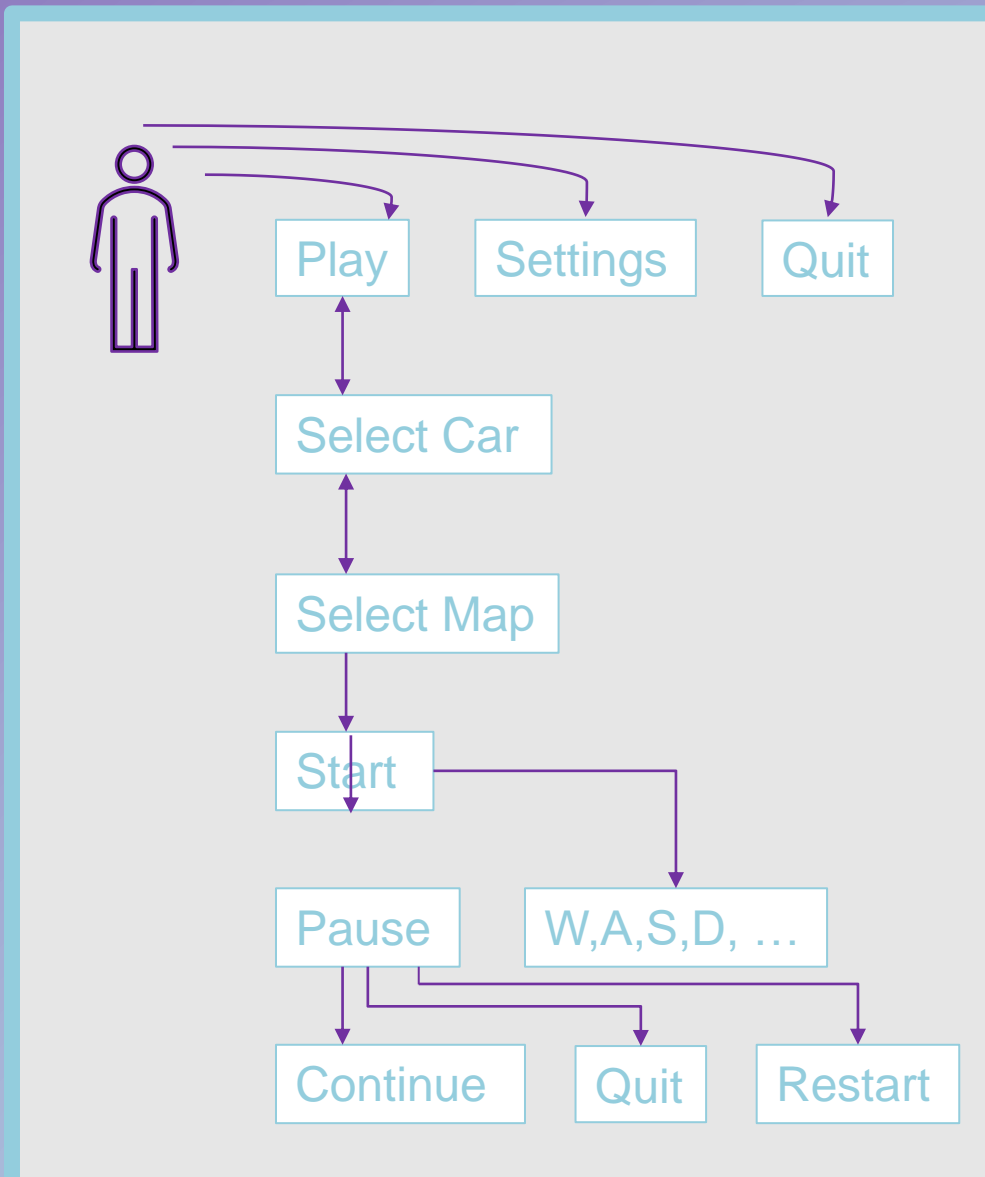
Used Technologies

In this project we have used Unity version 2019.4.1. In software section, we have used Visual Studio for Unity and C# programming language. We have made AIs move by using Waypoint Circuit. Thus, they moved as we want.

We got help from Unity Asset Store and external websites for game models. We used the settings provided by Unity in the construction of Terrain and added models on it.