

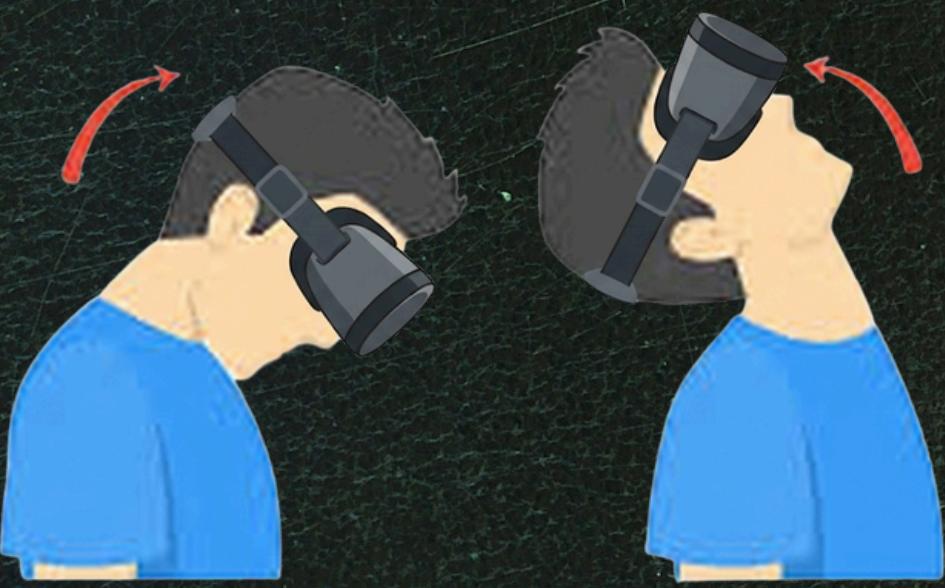
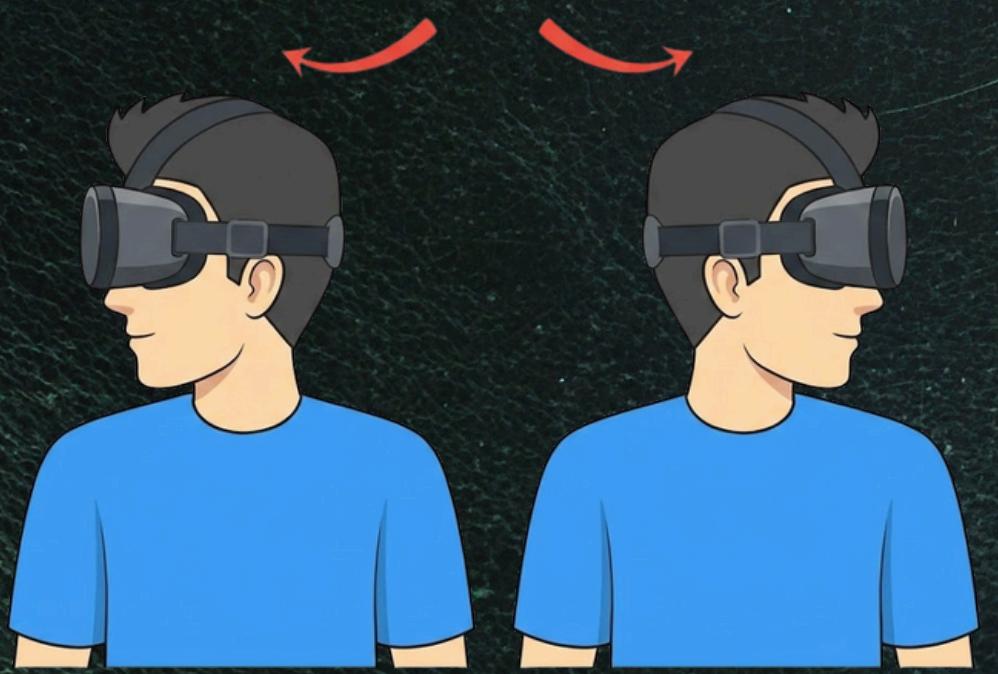


RACING GAME

GRADO DE INGENIERÍA INFORMÁTICA
CURSO 2025-2026
INTERFACES INTELIGENTES

AARÓN JANO BARRETO
SAMUEL RODRÍGUEZ CUESTA
PABLO ASWANI GARCÍA
HIMAR EDHEY HERNANDEZ ALONSO

CAR DIRECTION CONTROLS



PAUSE SYSTEM

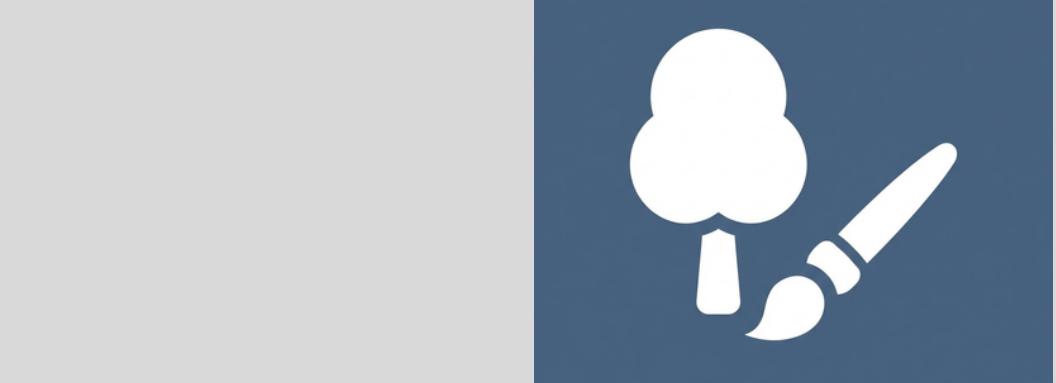
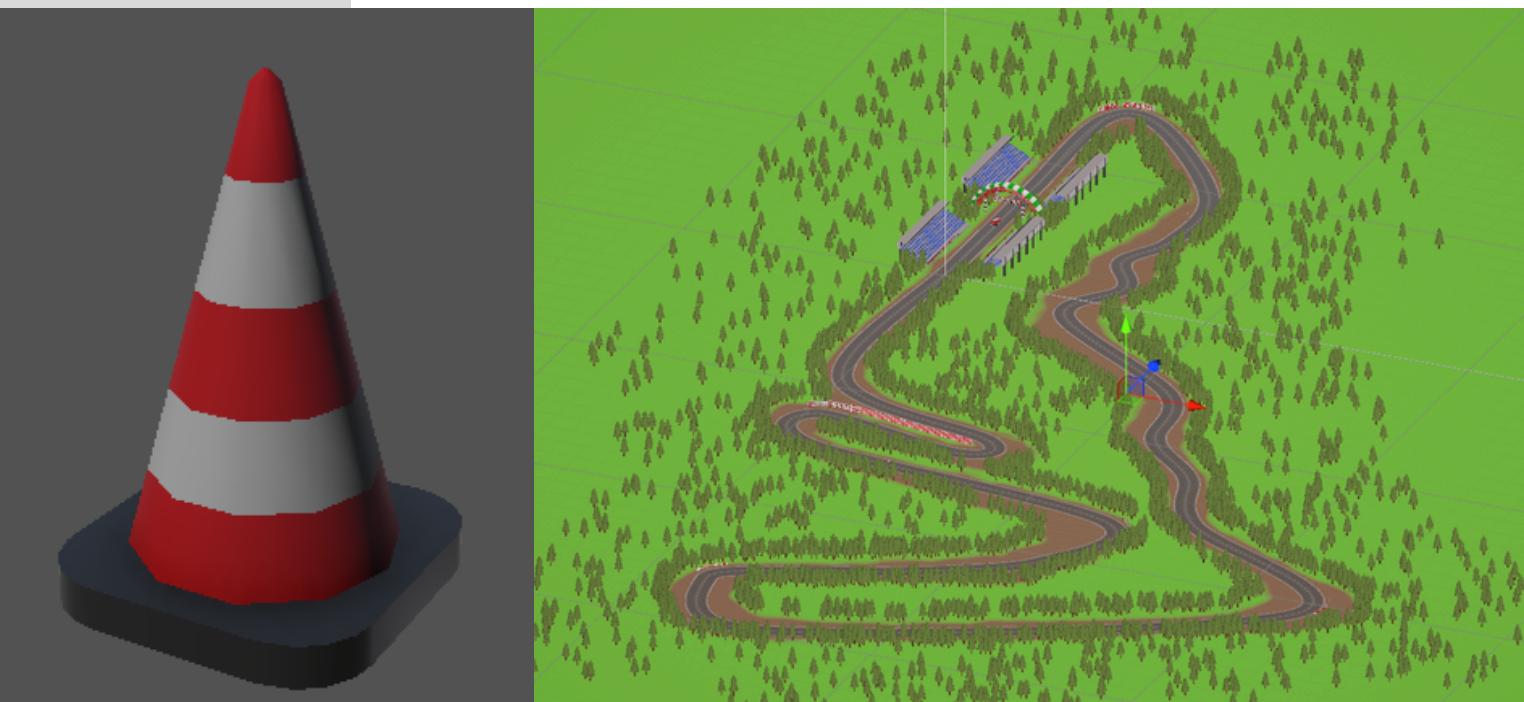
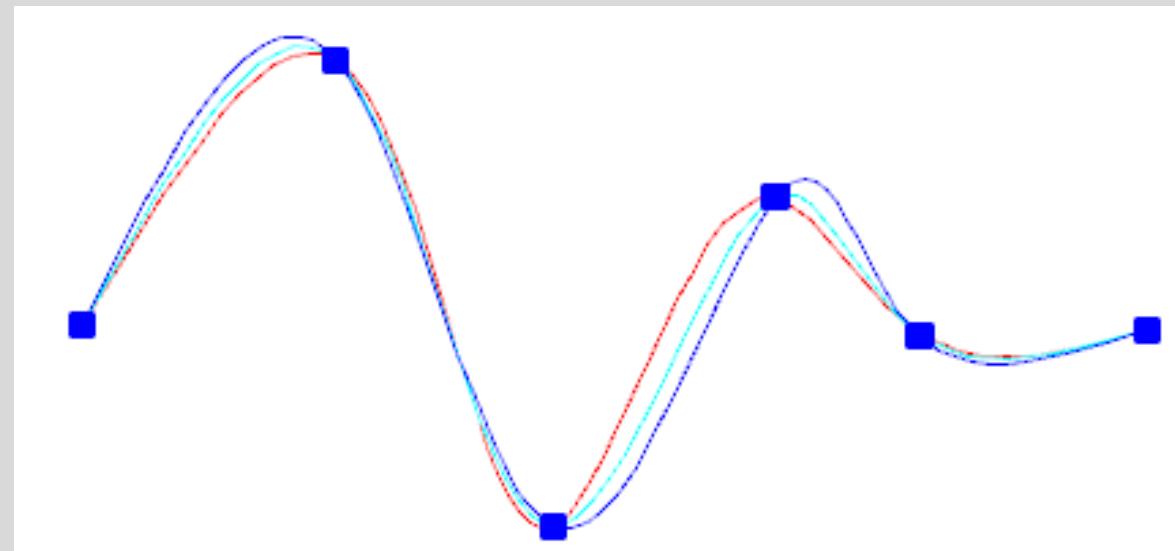


MAP CREATION

SPLINE ROAD ASSET

DECORATIONS AND
OBSTACLE ASSETS

3D TERRAIN AND DETAILED
TEXTURES TOOL



CHECKPOINT SYSTEM

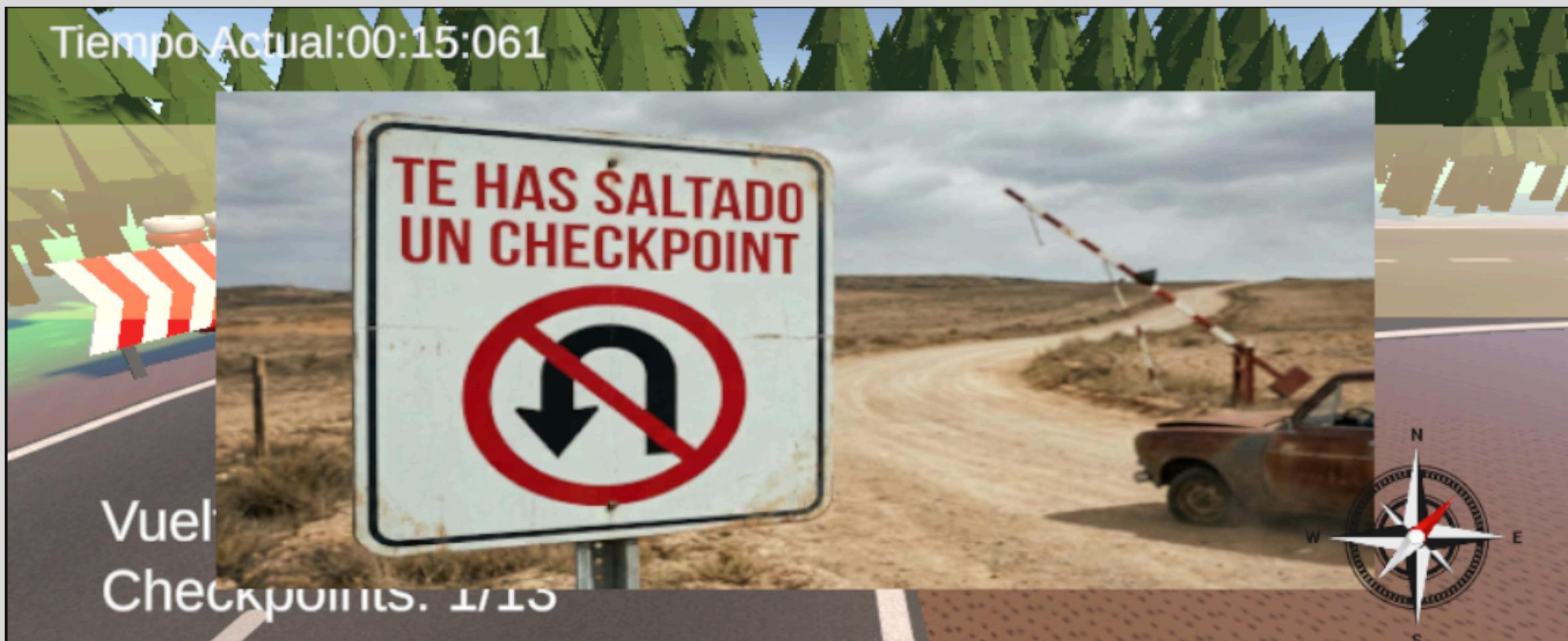


TURN BACK SYSTEM

GAME NOTIFIES WHEN YOU
MISS A CHECKPOINT



UI.1



**HUD
NUMBER OF LAPS
ACTUAL CHECKPOINT
WARNINGS WHEN SKIPPING
A CHECKPOINT
COMPAS TO KNOW REAL
DIRECTION**

UI.2

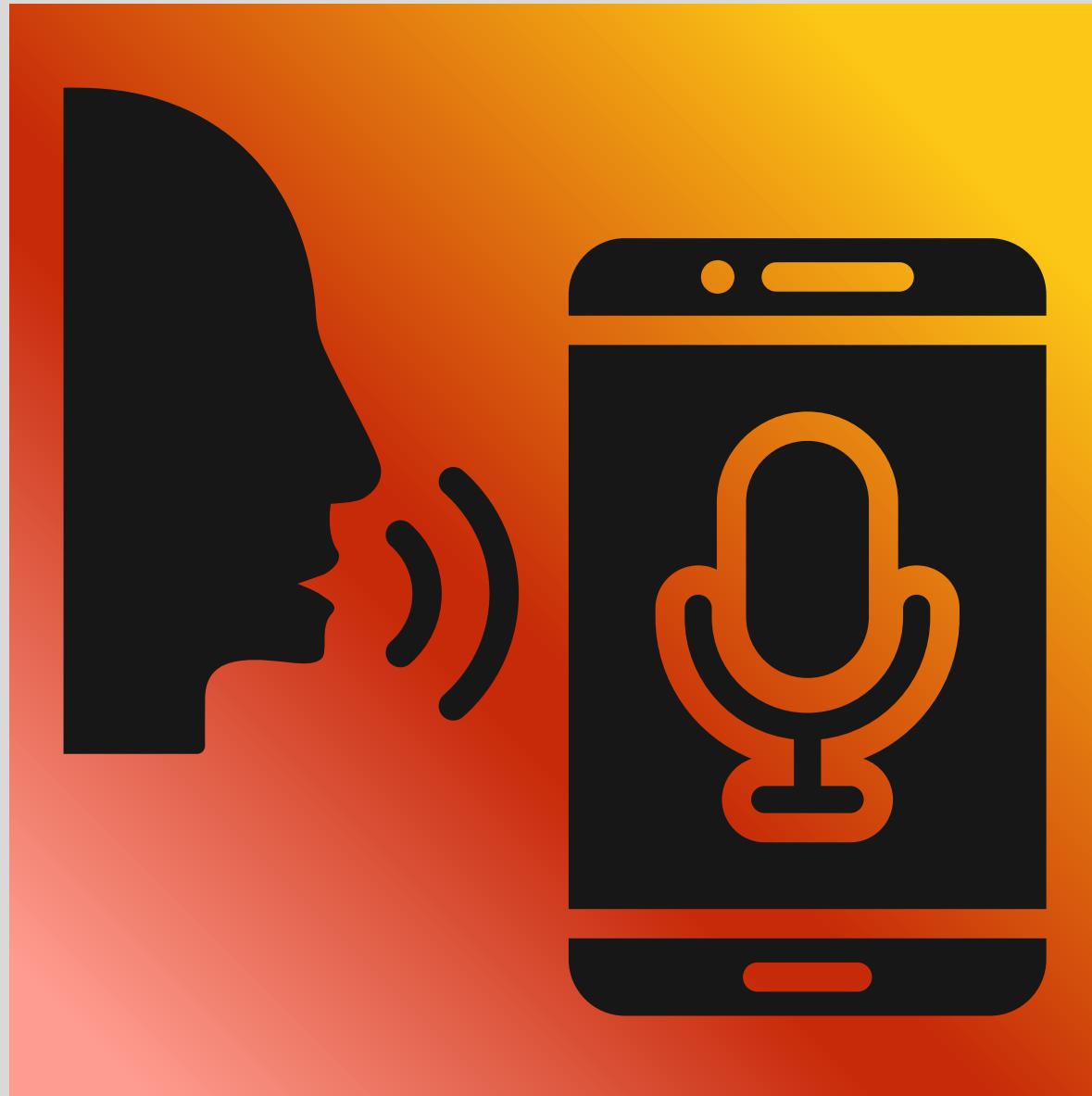
<	Car Name	>
<	Track Name	>
<	Laps Number	>

JUGAR



MAIN MENU
GAZE ACTIVATION

VOICE INTERACTION WITH WHISPER



COLOR CHANGE

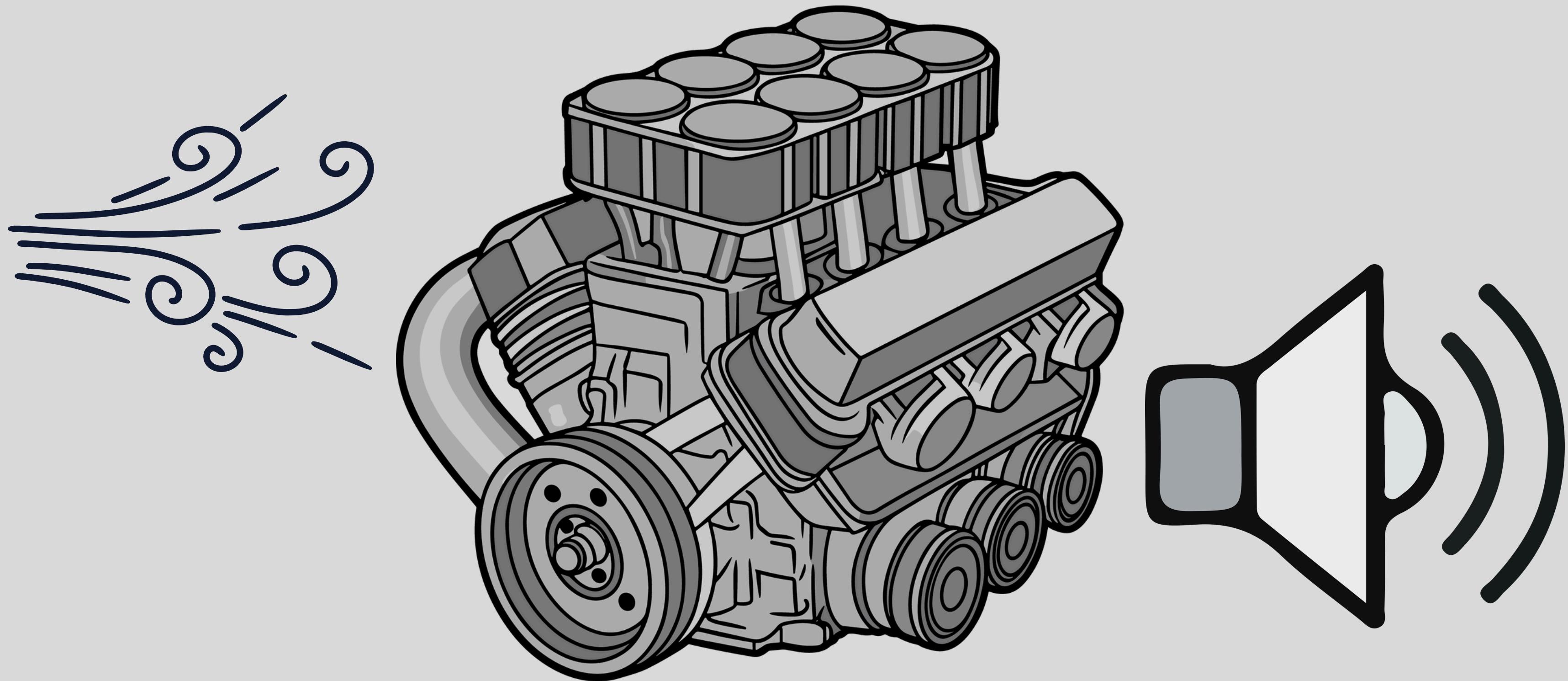
CAR INTERACTION

XR SUPPORT

COMPLETELY HANDS FREE INTERFACE



INMERSIVE SOUND



THANK YOU FOR YOUR ATTENTION!!!

AARÓN JANO BARRETO

ALU0101551395@ULL.EDU.ES

HIMAR EDHEY HERNÁNDEZ ALONSO

ALU0101552392@ULL.EDU.ES

SAMUEL RODRÍGUEZ CUESTA

ALU0101545714@ULL.EDU.ES

PABLO ASWANI GARCÍA

ALU0101546001@ULL.EDU.ES