Car Game

Client Side Project

Team Members:

1. Mohamed Hisham
2. Hisham Mohamed
3. Sherif Zakaria
4. Eman Hesham
5. Asmaa Salem
6. Shalaby Sakr
7. Mohamed Fawzy “Team Leader”

Game Idea:

* A Car move in a street, trying not to hit any other car , it take a weapon every Certain score to use it to destroy the surrounded car

How to play:

* Use Arrows to Move car in 4 directions, “Gyroscope applied in Mobile, Just Move the Mobile itself “
* Press Spacebar to fire weapon or touch anywhere using mobile
* Every 25 Score point you will reach the next Level
* Every 10 Point you will get 1 fire

Game Requirement:

* Game Tested Only on Chrome browser “Mobile and Web”
* Game Designed to be Mobile first, so The Best Performance Expected to be on Mobile
* Game Must Be On host “Local or Internet host” as the p5.js Library have some restrictions on working offline
* Mobile Device **“MUST”** be on Portrait Mode only