# My Racer project.

### Ideas, thoughts and aspirations for the project.

I would like to inevitably make a functioning time trial game with a leaderboard system, that can be run independently on the web, and where users can see and try to beat the current leaderboard. With an added element of being able to visually see the steps that an AI model would undertake to make its way round the track, whether that be through multiple generations or through 1 car slowly making its way round ‘seeing’ the environment – This would ideally be separate from the game, more like a bonus feature that would take you to a separate page of the game.

### Biggest challenges currently

* Camera follows speed/angle/distance.
* Count down timer being played whilst the car is on the track and locked in place.
* Saving to a file.
* Being able to play through the game multiple times without resetting the game editor.
* Building the game to the web.

## Stage 1 – Camera issues:

### A screenshot of a video game Description automatically generatedCurrent state:

Currently uses these parameters and a smoothDamp() function, but the follow speed has little affected right now and the smooth speed if it is too low a value then it is very jittery with the car’s movements. Currently researching to use a lerp() function instead.