**Images Needed (PNG format):**

1) Player (4-5) {with Damaged Car upto 3 levels}

2) Boss (4-5) {with Damaged Car upto 3 levels}

3) Flowing Traffic (4-5)

4) Broken down cars (1-2)

5) Speed Breaker

6) Collision

7) Spike Strips

8) Mines

9) EMP Blast

10) Maps

1. Trees
2. Footpath
3. Roads (with Zebra Crossings)
4. Buildings
5. Bridges
6. Light Poles
7. Garbage Bins
8. Humans
9. Water (River flowing by road side)
10. Mountains
11. ..

11) Explosion

12) ..

**Sounds Needed (WAV / MP3 format):**

1) Car Accelerations

2) Car Break

3) Game Menu

4) Game Menu selection

5) Explosion

6) Weapon Unlock/Reward coming in

7) Weapon Unlock/Reward picked up

8) Emp Blast

9) Spike Strip

10) Mine Blast

11) NOS Music

12) Collision

13) Game Play Background

14) Game Over

15) Level Complete

16) Screeching when car touches boundary

17) Boss Incoming (Change Background Music)