**2 Cars (IWP Project)**

**Introduction**

The game is developed on the basic idea of giving the player a fun filled experience. The rules of the game are simple and can be played by people of nearly all ages above 5. The user friendly interface makes gaming even more interesting where the user has complete control over the gaming objects and scenarios. The game by itself does not contain any levels but are incorporated internally that is the difficulty slowly increases over the time.

**Abstract**

The game by its very nature is quite simple to understand and play because of its easily comprehendible rules which not only make it interesting but also fun. The user is highly motivated to score more points and break their previous high scores which get scored after each session of play. The game improves the concentration of the player as the gamer needs to control two different cars on separate lanes simultaneously. The rules of game apply to each car individually. The game is over when any one of the rule gets violated by any one the cars. The game runs continuously generating random scenarios and increasing the speed of car till the player commits a mistake. The score is calculated for each session based on particular item collected and the high score is replaced with current score if it is greater than the former.

**Technologies Used:**

* HTML,
* CSS,
* JS,
* HTML5 Canvas