//top down design

//game should update the bikes until one bike wins

final int RACING=0; //constants

final int FINISH=1;

int gameMode = RACING; //variable

Motorbike redBike; //declared a variable Object of typoe Motorbike

Motorbike blueBike;

void setup() //run once

{

size(500,100);

redBike = new Motorbike(25,RED); //creates the memory with compartments

blueBike = new Motorbike(75,BLUE);

}

void draw() //run 60x a second

{

if (gameMode == RACING)

{

background(125);

redBike.update(); //move and draw

blueBike.update();

//when a bike wins STOP and display winner

if (blueBike.finished() || redBike.finished())

{

gameMode = FINISH; //make draw switch mode to FINISH

}

}

else if (gameMode == FINISH)

{

if (blueBike.finished())

{

text("blue:",10,10);

}

else if (redBike.finished() )

{

text("Red:",10,10);

}

}

}