
Sample brief: racing game

Create a single-player 2D car racing game.

Some images have been provided on our class website, but you do not have to use these images – you could use any shapes to represent the cars. They are also available on pen drive.

What the program needs to do

Your program needs to include **at least** the following (you can add additional features/ functionality if you wish).

- ☐ It should include the player's car and at least **four** other cars.
- ☐ The player should be able to control the direction of their car.
- ☐ The other cars should move at different (random) speeds.
- ☐ If the player's car hits any of the other cars, the game is over.
- ☐ Scoring should be based on the number of cars the player car passes before the game is over (ie until the player car hits any of the other cars). The score should be displayed on the screen throughout the game.
- ☐ You need to record and retain the high score for the game. Save a high score to a file, so that when a new game is started, the high score is retained.
- ☐ You need to use a third party/non-core API, library, or framework (like Pygame) to create the interface for the game.