For this project I have created a racing game with realistic car driving physics and polymorphic impulse resolution. I have met all basic criteria from the coursework specification and have gone beyond to add additional features such as my RPM counter and polymorphic collision. My game also have a basic track maker in the form of placing tyres by clicking and saving their positions to a file to be loaded in later. This theoretically allows any form of track to be built. Currently I have loaded in a background I made in Photoshop and circled it with collidable tyres just so there is something to play but it is entirely possible and easy make any shape track.

The structure of my game is simple yet effective. My main.cpp handles all of the sf::Views and the window