

Introduction:

In this project you will be creating a racing game. The objective of this project is to test your understanding of turtle graphics & python by combining them to create something exciting!

Requirements:

Your program (saved in a file called `turtle_race.py`) will create two different players (turtles) and have them race against each other to a finish line that you create.

- Your program will draw a start line & a finish line
- You should position both players behind the starting line
- Both players should START with a different color, but you can have them change as they race each other
- You should move each player forward by a random distance until one of them reaches the finish line.
- Once a player reaches the finish line, display who won and the total distance traveled by each player
- You should have a minimum of 5 Github commits. Meaning you should do the following a minimum of 5 times:
 - `git add name_of_file`
 - `git commit -m "message about changes you've made"`
 - `git push`

Bonus:

- Instead of just racing once, ask the user how many races they would like to see
 - You will need to clear the screen after each race
 - Keep track of how many wins/losses each player has
 - Print the win percentage after the last race
- Create a `README.md` file and describe what your program does, issues you've run into, how you solved these problems, and if you think you can make this program better what would you add.

Resources:

- Please reference this link if you want to use random numbers: [Using Random In Python](#)
- Please reference this link for turtle graphics tools: [Turtle Graphic Functions](#)
- Please reference this link to create a `README.md` file: [Create a ReadMe File](#)

Submission:

You should create a Github repository called "Turtle-Race-Project" and all your code should be stored there.