

## Game specifications:

-Game title: One player car game

-Logic:

In the beginning, the player will have a platform where he can type his name, choose the level difficulty and the car style.

There will be three levels (Easy, medium and hard). The difference between them will be the speed of the car at the beginning of the race.

There is a collision between the player's car and the other cars on the road. When a collision occurs, the game ends (with the option to replay).

The car cannot get out of the path; when they collide with the border of the path, the car keeps moving.

During the game, the car can win coins by eating them. The coins give the car the ability, for a random period of time between 5 to 10 seconds, to move faster and the collisions between the player's car and the other cars on the road will be avoided.

The car has also the ability of shooting the cars in front of it, if it has eaten some bullets on the road. The other cars disappears if they got hit by a bullet.

There will be also a protein capsule, which make the car bigger and make the probability of collision with other cars higher. This capsule should be avoided

At the end, in case of game over, the game will display a window to the user, showing him the score of his game and the option to replay.

