Check can a car class inherits the pygame sprite class, because car class need to be used in NEAT.

Possible car crashing detect design:

* Sprite collide
* get\_at – to get the colour pixels that the car is on (pygame mask function can be used)

Possible radar design:

* Draw a line and find the closest collide point
* Shoot a ball then find the collide point
* get\_at function

Possible reward design:

* Total distance a constant (state the problem of a car that might keep doing a circle)
* Improve by adding checkpoints and calculating the distance between the car and the checkpoint, disable checkpoints after the car passed it, refresh checkpoints after each lap.
* Introduce speed rewards and punishments to improve the speed performance
* Checkpoint reward + (Total distance a constant) + speed reward & punishment
* After several generations, individuals with speed below a certain point after a given amount of time will be removed

Possible map design:

* PNG image
* Pygame object – import the image and do a horizontal and vertical scan of the pixel(the first and the last pixel in a continuous series) to draw the edge of the road, and create a massive sprite group.

Direction control design:

* Controlled by math functions (sin and cos should be able to do the trick)