# Tile Based – Procedural air racer game

* Short cuts
* “hazards”
* AI path find their own route based on the costs of the tiles plus d
* 3D pathfinding
* Procedural generation
* Steering behaviours
* Deviant AI system
  + Aggressive Driver
  + Defensive Driver
  + Safe Driver
  + Explorative drier
* Power ups and downs
* Different vehicles that stats and effect the AI