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There will be two parts of the game:

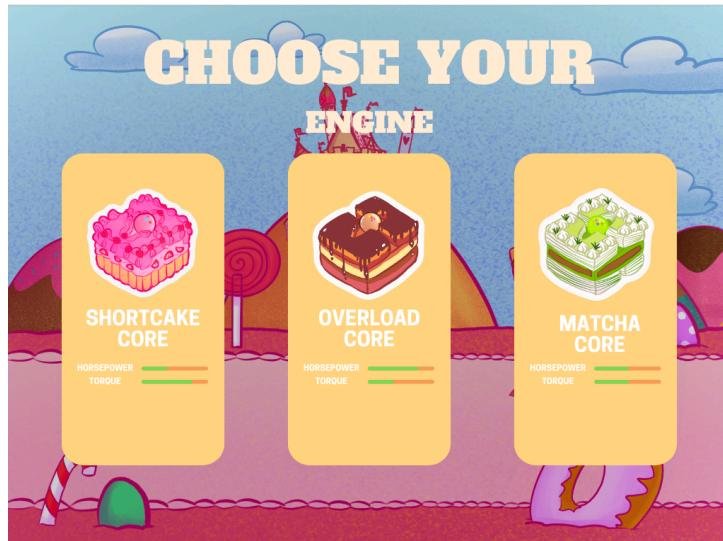
1. Building the car

- It's up to the player on picking the parts for the car that will drive the fastest.

Parts:

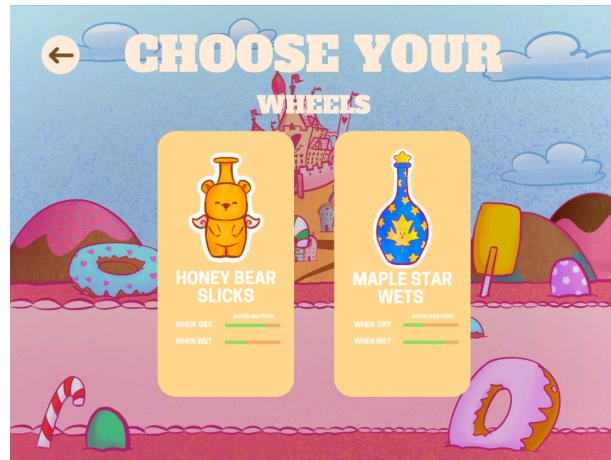
1. Engine

- a. Shortcake Core
 - i. Horsepower +3 & Torque 7+
- b. Overload Core
 - i. Horsepower +7 & Torque 3+
- c. Matcha Core
 - i. Horsepower +5 & Torque +5



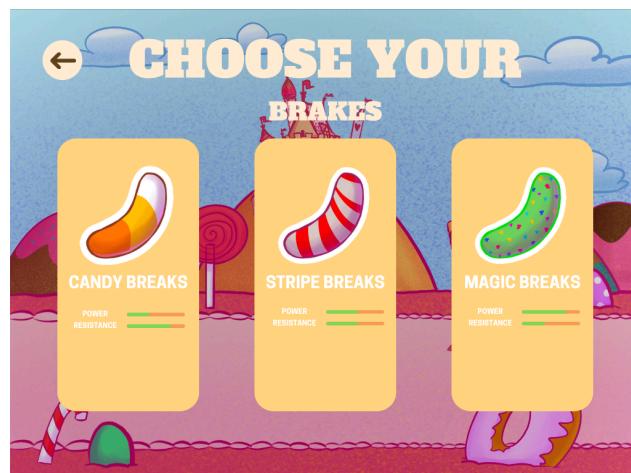
2. Wheels

- a. Honey Bear Slicks
 - i. +7 Acceleration when dry
 - ii. +3 Acceleration when wet
- b. Overload Core
 - i. +3 Acceleration when dry
 - ii. +7 Acceleration when wet



3. Brakes

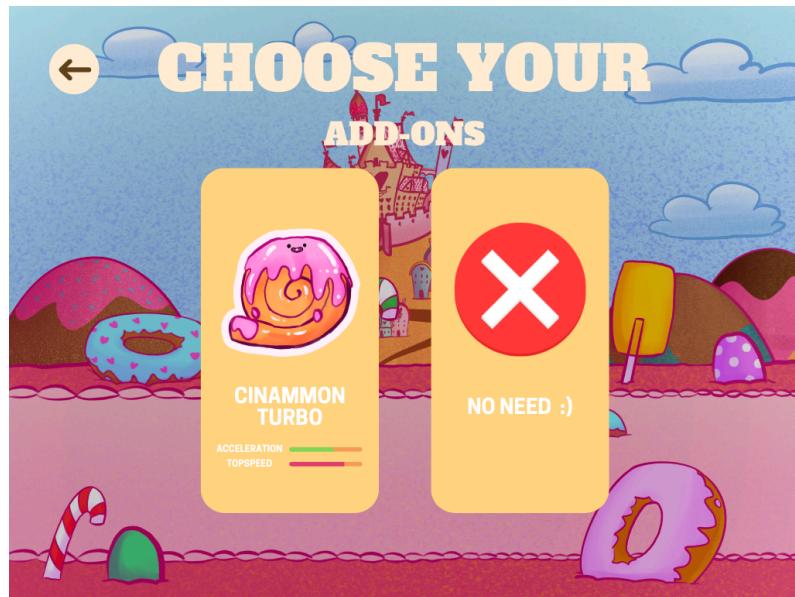
- a. Candy
 - i. Power +3 & Resistance +7
- b. Stripe
 - i. Power +5 & Resistance +5
- c. Magic
 - i. Power +7 & Resistance +3



4. Add-ons

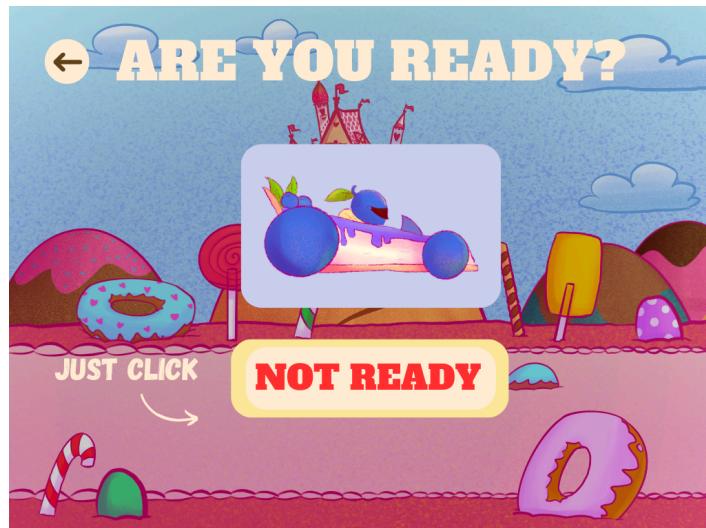
a. Cinnamon Turbo

- i. Acceleration +6 & Top speed -7



Choosing the parts will provide strengths and weaknesses

- The car can be edited with its parts when the player wants to before getting ready
- When one player gets ready but
- The information will be sent to the server and displayed once they are both in the game



2. Racing the car

- The players will be placed on 2d map where they can see the start and the end
- Press ‘W’ to accelerate
- Press ‘E’ to shift gear up
- Press ‘Q’ to shift gear down
- Press ‘S’ to hit the breaks
- There will be objects to block the car at the start and having the breaks will help lessen the speed.
- The ***first one to reach the end will win*** and end the game