**Project Name:** Car Racing Game

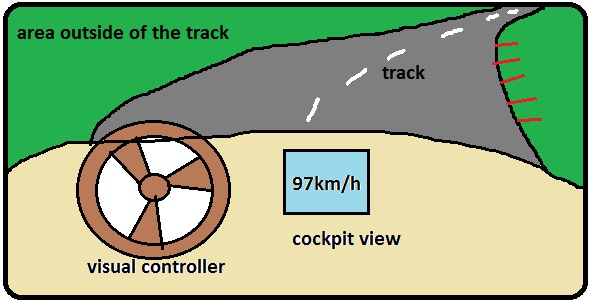
**Project Group Members:**

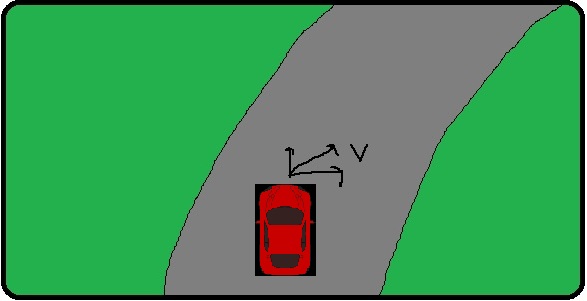
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**Short Description of the Project:**

A car racing game which controls one players' car and races with CPU-controlled bots on a given track. Basic goal of the game is keeping the users' car on the race path of the track area for longest time and for fastest speed also. Simply winning the race, defeating bots.

**Visual drafts:**





**Detailed Project Proposal:**

Main thing of this project is players’ car and its interaction with the environment and the player. The environment consist of two main components. These are the bots and the map.

**Bots:** The difficulty and the number of bots can be selected by the player before the race starts. The number of bots will be up to three and each one will have a certain route. The difficulties of the bots will be directly proportional to the initial velocity vectors.

**Map:** The map will consist of the track, the area outside of the track and the sky. As seen in visual drafts, the vehicle will be on this track. Areas outside the track will be designed to increase in-game visuality and to provide the player with a more realistic racing experience. Pre-made models also will be used when designing these areas. The sky will provide the creation of light and shadow movements through the sun. Of course, having a sky and a variable light situation will increase in-game realism.

**Controls and Game Mechanics:**