SCRATCH PROGRAMMING EXERCISE

Game Name: Car Hurdles

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1. The goal of the game is to familiarize the player with the hurdles and obstacles on the road by maneuvering the car to the left or right at different speed. The game has three (3) levels for now.
2. The Programming language used is Python.

The features include:

1. Car model
2. Obstacles model: It has 3 layers
3. Target box: It has three different positions.
4. Message broadcast: It has different messages broadcasted per time.
5. The game structures were divided into different classes and developed, and then they were linked together.
6. I have tested and played the game many times in order to debug and implement the code for effectiveness.
7. The game is okay to go. I have shared it with my friends and family to play and enjoy it. It was an awesome experience, to develop the different levels of the game.

Then game can be developed further in the following categories:

1. The target boxes and the obstacles could be made to interact with the game using machine learning models.
2. Display scores can be implemented into the game.
3. The game can be time bound. For example, 30 seconds to complete a level.
4. Using a machine learning model, self-driving car can be implemented into the game, while the player will have to control the obstacles on the road of the car. ­­­­­