**Comedic Death Race Progress Report**

In our racing game, we have currently implemented a physics-driven car class which we can control with the WASD keys, and which also extends to an enemy class, which will be primarily used in creating AI controlled enemies. We have one map, which the car can race around, however we have yet to implement collisions (i.e. collisions between cars, collisions between walls, etc.). For the future we intend to implement more artificially controlled cars, a UI which includes a shop where the player can upgrade their ship in terms of weapons, health, mass (for collisions, so it will stay on its track better). We also intend to find sprites to use in our game and sounds we can add to make the game more interesting. Once we have more racers working properly, we will begin to add unique collisions between the different cars, to allow for effects such as spinning out.

+ Map creation

+ Map tiling

+ Map reading from file

+ Title data for future feature implementation

+ Camera

+ Car Class

+ Player instance of Car Class

+ Player renders on screen

+ Player controls with a physics-based movement system

+ Player forces updated each frame

+ Camera follows player with a visually appealing offset

+ Player has a fixed turning radius

+ Opponent subclass of Car class

+ Opponent instances utilize car movement system without input