

# Python Car Racing Game

By Darshan Raktate

PRN:2125UMLM1017

GitHub: <https://github.com/Darshan-Hercules/Car-racing-game->

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Institution: Sanjivani University

# Introduction: Race into Python!

## Interactive & Fun

A dynamic racing game crafted with Python.

## Purpose-Driven

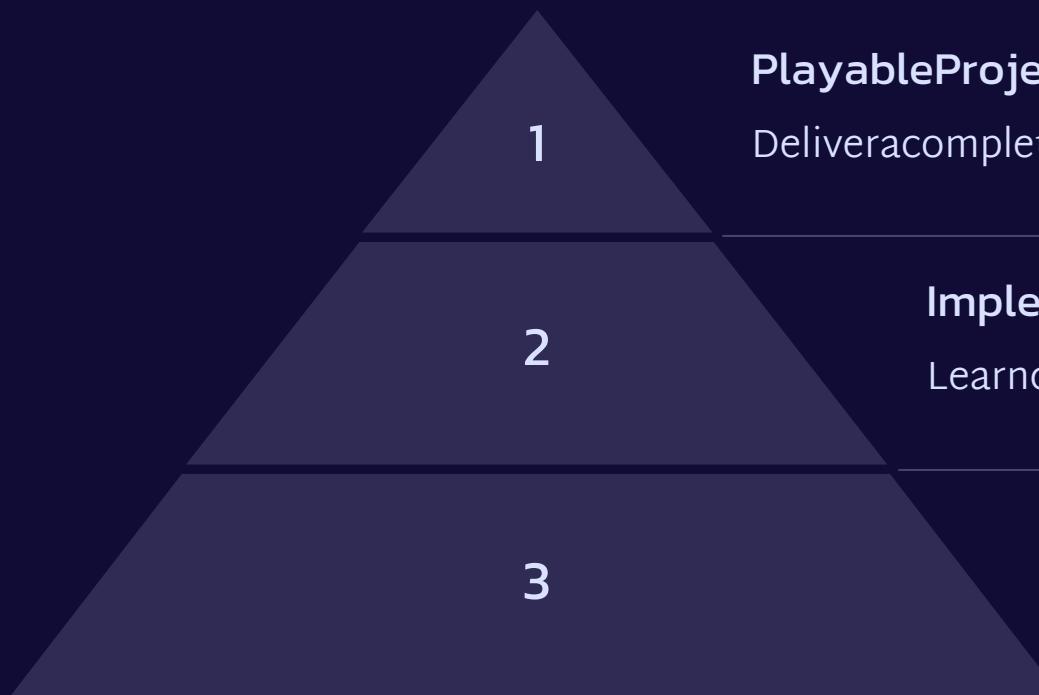
Exploring game development logic and event handling.

## Core Focus

Solid logic, engaging graphics, and smooth controls.



# Objective: Building Game Dev Skills



## **PlayableProject**

Deliver a complete, functional Python game.

## **Implement Key Systems**

Learn collision detection, movement, and scoring.

## **Enhance Logic**

Develop programming logic through a mini-game.

# Tools & Technologies: The Developer's Toolkit



**Python (v3.x)**

The core programming language.



**Pygame**

For graphics, sound, and game loop management.



**Game Assets**

Car, road, and obstacle images.



**Platform**

Windows/Linux desktop environment.

# Game Architecture: The Engine Behind the Race

## Main Components

- Game Loop: Event handling, rendering, logic
- Collision Detection System
- Speed & Difficulty Controller



## Key Modules

- Pygame window initialization
- Object movement & redraw
- End game on collision



# Features & Gameplay:

1

## Real-time Movement

Responsive car control via arrow keys.

2

## Dynamic Environment

Moving road & challenging obstacles.

3

## Collision Detection

Instant feedback upon impact.

4

## Score Tracking

Measures survival time or distance covered.

5

## Engaging Visuals

Immersive background for gameplay.



# Code Walkthrough:

A glimpse into the core functions that bring the game to life:

```
import pygame
car = pygame.image.load('car.png')
def move_car(x, y):

    screen.blit(car, (x, y))
```

- **move\_car()**  
Handles precise player car movement on screen.
- **check\_collision()**  
Detects impacts between the car and obstacles.
- **game\_loop()**  
Manages continuous frame updates and game state.

# Conclusion:

1

## Successful Development

An interactive Python car racing game is complete!

2

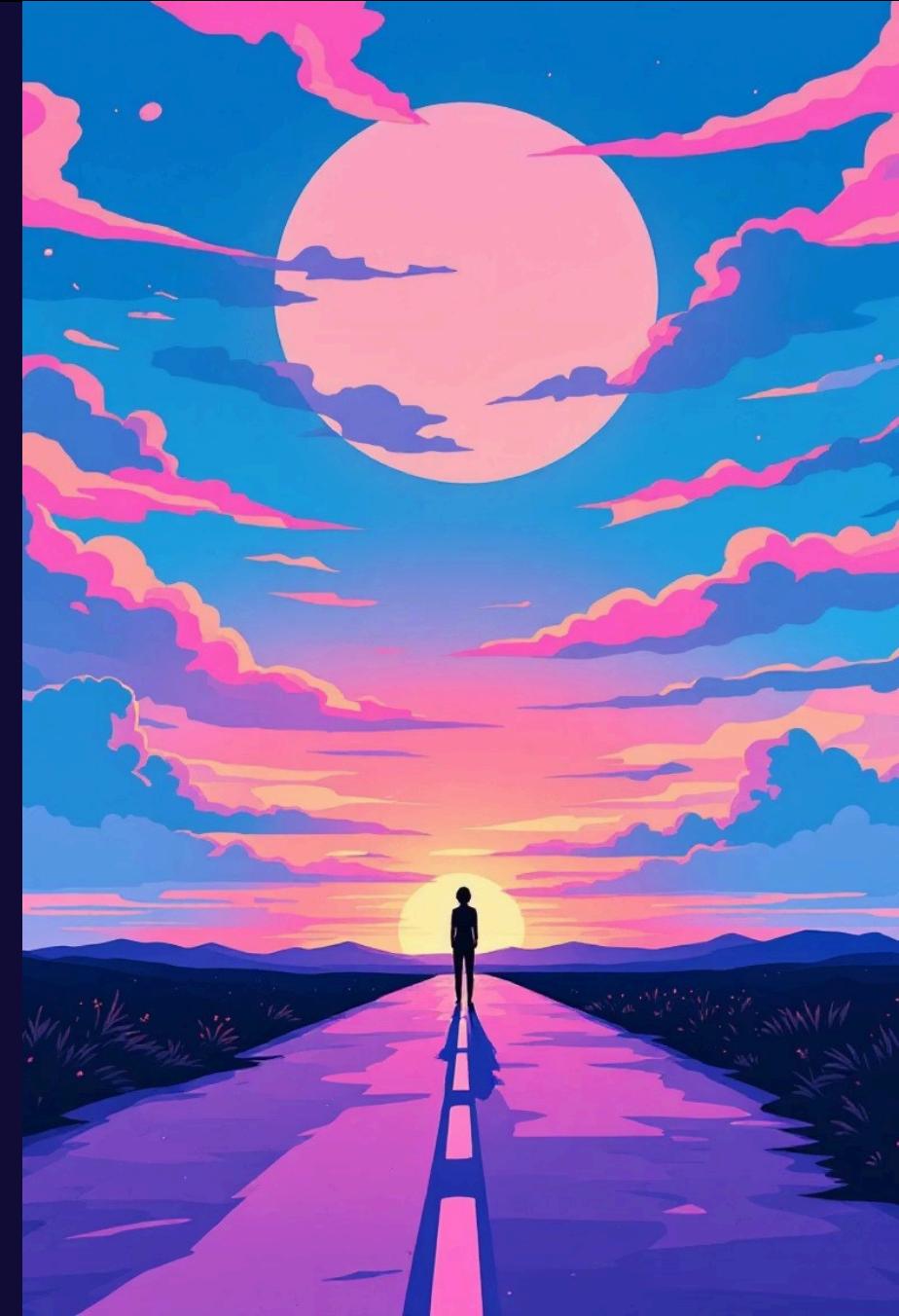
## Fundamentals Mastered

Game loops, real-time logic, image handling, event systems.

3

## Future Scope

Opportunities for sound, multiple levels, and leaderboards.



# References: Dive Deeper



GitHub Repository

[Car Racing Game Project](#)



Python Documentation

[Official Python Docs](#)



Pygame Documentation

Pygame Library Info

