Racer Game

For simplicities sake and so I can focus on the programming side of this project for now the vehicle will simple be a sphere and will have a base health of 100.

Vehicle controls:

* W – will be to move forward
* A – will be to turn left, but only if you are already moving f/b
* D – will be to turn right, but only if you are already moving f/b
* S – will be to go backwards
* SPACE – will give you a temporary burst of speed

There will be items on the track, two kinds:

* Cubed items that if you hit will take 10 health from you and decrease you speed momentarily
* Triangles that if you hit can return 15 health to your vehicle these items will be less frequent

There will be a Timmer that monitors how quickly you can complete the track, if your health runs to zero then your vehicle will be destroyed and the race resets. If you complete the race, then your time is saved at the top of a list of three with the previous two matches times below it. Depending on how big I make the track, if it’s a bit smaller then I could introduce it to have three laps for the race with each lap having the track change little to add a bit of difficulty or if I make the track bigger then it will just gradually get harder to navigate as you get to the end of the race.