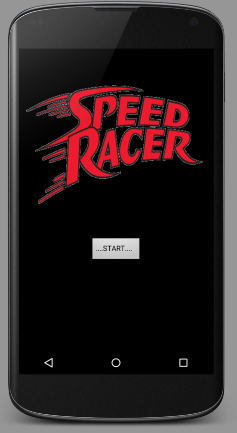
Speed Racer

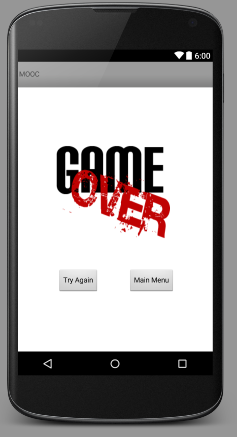
Speed Racer is a game targeted for android platform developed using only native android libraries. That means, it haven’t used any game engines or third party libraries for the development of game. In the development of Speed Racer, Object Oriented Programming (OOP) are thoroughly applied throughout the project in order to keep the architecture of the project extendible and scalable.



This is the main screen of the Street Racer. Once the player press the Start button, it will load the game. In the game, the player has to drive the car along the road while avoiding various obstacles he may encounter on the road. When the player exceed some specific distance, the next level would be loaded and the environment and other vehicles would be different compared to previous level. Following image shows the first level of the game. Player has to tap on left half or right half of the screen in order to maneuver the car.



Whenever the player car collide with another object or another vehicle on the road, game over menu will be appeared. In the game over screen, there are two buttons to go to main menu or retry the game.



Architecture of the game