Matirindinde Race

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Instructions

Matirindinde Race is a prototype of a car racing game, providing the user with control over one vehicle while the second is controlled by the computer (bot). The game offers the option to adjust the difficulty level between Easy, Medium, and Hard, with the latter characterized by a higher speed for the computer-controlled car, providing a more challenging racing experience.

Main Menu

Using the cursor, the user can interact with the following buttons:

- Start Game: Initiates the race.

- Select Difficulty: Adjusts the difficulty level.

- Exit: Closes the game.

- There is a space where the user can enter their name.

Race Instructions

The user employs the following keys to control the vehicle:

- W: Moves the car forward.

- A: Steers the car to the left.

- S: Moves the car backward.

- D: Steers the car to the right.

- ESC: Returns to the main menu.

- Space Bar: Pauses the game.

Up to this prototype stage, the game has been programmed to ensure that each car completes at least 2 laps. At the beginning of the track, the player will encounter a green circle, an obstacle to be avoided, at the risk of experiencing a brief reduction in speed. Additionally, the car's speed decreases if it goes off the track.

Results

Once the required laps are completed, the winner is announced, accompanied by a brief display of fireworks.

Future Updates

The addition of PowerUps is planned, which will have the opposite effect of obstacles, providing bonuses to the user. Furthermore, the possibility to choose the desired car for the race will be implemented. Visual structures of the cars will be enhanced, along with the introduction of visual effects along the track and in other elements of the game.