**Car Game Website**

**Steps to set up the project.**

1. Download the ‘game files’ folder on your desktop.
2. Open car.html file in any code editor to edit the code.
3. Open car.html file in any browser to run the game.
4. Play the game to get a feel of what’s going on.

**Problem Statement**

1. Increase the speed of the player by 1 after every 5 seconds, starting speed should always be 5.
2. Increment the score only when the rear end of myCar (yellow) has passed the rear end of an enemyCar (green). The score should be incremented by 10 at each passing. Score shouldn’t increment in any other case.

**Common Mistakes to avoid**

1. Starting speed is not 5 after restarting the game.
2. Speed goes from 5 to 6 in less than 5 seconds after restarting the game.
3. Speed is incrementing very fast after restarting the game 3-4 times.
4. Score is incremented when the enemy car passes the end of screen instead of myCar.
5. Sometimes, the score is not incremented during the passing, when myCar is also moving upwards at the time of passing.
6. Score is still continuously incrementing like before.

**Submission Process**

1. Create the zip file of your assignment and name it ‘<Your Name> - <Mobile No.> - Car Game.zip’.
2. Submit by mailing to [hiring@korangle.com](mailto:hiring@korangle.com) with subject Car Game - Assignment

**Average time to complete the assignment**

1 - 3 hours

**Deadline**

3 days from the date of allotment. Call 7999951154 in case of deadline extension.

**Support**

Call at 7999951154, for any clarification/queries.