**ABSTRACT**

As the part of our project work for the first year, we have come with the development of the   
“RUSH” which is a single player car race game based on the flash game “AUTOBAHN”.

Game is completely coded using the C programming language using third party game development library *Simple Direct Media Layer (SDL).* This package provides us with the features to import user designed graphics into the game, add sounds and joysticks, enable window based playing and provides us with special functions, variable and constants to handle game play.

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