**Design Considerations:** (Subject to change)

**RaceTester(RaceApp or RaceDriver)-** The main method that will run the program.

**RacePanel(MainPanel)-** The GUI that will hold all necessary components to visually display the race.

**Car** - This class will create an indiviudal car. It should be made up of 1 engine and 4 tires.

**Engine** - This class will create an engine to be used with our Car class. It should have a ratio to determine it's power, which in turn will affect the maximum speed of the car.

**Tire** - This class will create a set of 4 tires to be used with our Car class. It may have some sort of ratio to determine it's quality, which in turn will affect the maximum speed of the car.

**RacingVenue** - This class will create a race track. It should have instances of the Car class.

**Race** - This class should determine the starting positions of all cars in the RacingVenue class. It should also keep track of the time each car crosses the finish line.

**CheckPoint-** This class will determine the positions of all the locations that the cars must pass through and will draw them on the GUI.

Future implementations:

Turbo

Speedometer