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**APPLIED PHYSICS**

DOCUMENTARY

**HILL CLIMB RACING**

***Hill Climb Racing*** is a 2012 [2D](https://en.wikipedia.org/wiki/2D_computer_graphics) physics-based [racing video game](https://en.wikipedia.org/wiki/Racing_video_game) released by the Finnish studio Fingersoft for [Android](https://en.wikipedia.org/wiki/Android_(operating_system)), [iOS](https://en.wikipedia.org/wiki/IOS" \o "IOS),  [Microsoft Windows](https://en.wikipedia.org/wiki/Microsoft_Windows), and [Windows Phone](https://en.wikipedia.org/wiki/Windows_Phone). Hikers climb mountains, racers drive cars, and this homie does both. He makes a living by treading the hills, just by treading them, and he will stop at nothing to continue his tireless journey-even if it means breaking his neck the number of times equivalent to the age of the Universe in days. The spirit of Hill Climb Racing is the physics. It is also playfully shrewd in its attempts to flip the player car over, but when mastered, those attempts may be thwarted to perform stunts like flipping over or staying in the air. The stunts reward the player coins, and while levels become increasingly difficult, it is satisfying that the value of the coins to collect also increases. It is an endless game . There is no multiplayer in this game but there is consistent game mode of driving without stopping . Ultimately, no matter what you race with or what you race on, the cycle is drive-flip-upgrade-new record. After a while, the repetition exhausts you and you feel like pitting for your fuel. Once you gas up, you either feel like doing something else, or you have enough fuel and patience to repeat the cycle. Even if you choose the former, you will probably race again because of the fun physics and the silliness.