

Wrong Way Racer!

Difficulty: ★★★★★
Estimate Project Hours: 8

[ReactJS](#) [NodeJS](#) [PixiJS](#) [Socket.io](#) [MUI](#)

Introduction

Wrong Way Racer is a 2D online game. A player must position his or her car to avoid a collision with other cars driving the wrong-way.

The web application connects to the back-end via a Socket connection to capture server messages. The server messages contain information about players, rankings, chats and the position of upcoming enemy cars (the blue cars).

The position of the enemy cars is randomly generated by the server. The gameplay (PixiJS Rendered Canvas) should display enemies based on the message received. A player should be able properly position their car to avoid a collision. In case of a collision, an explosion animation will be displayed and the game will restart seconds later.

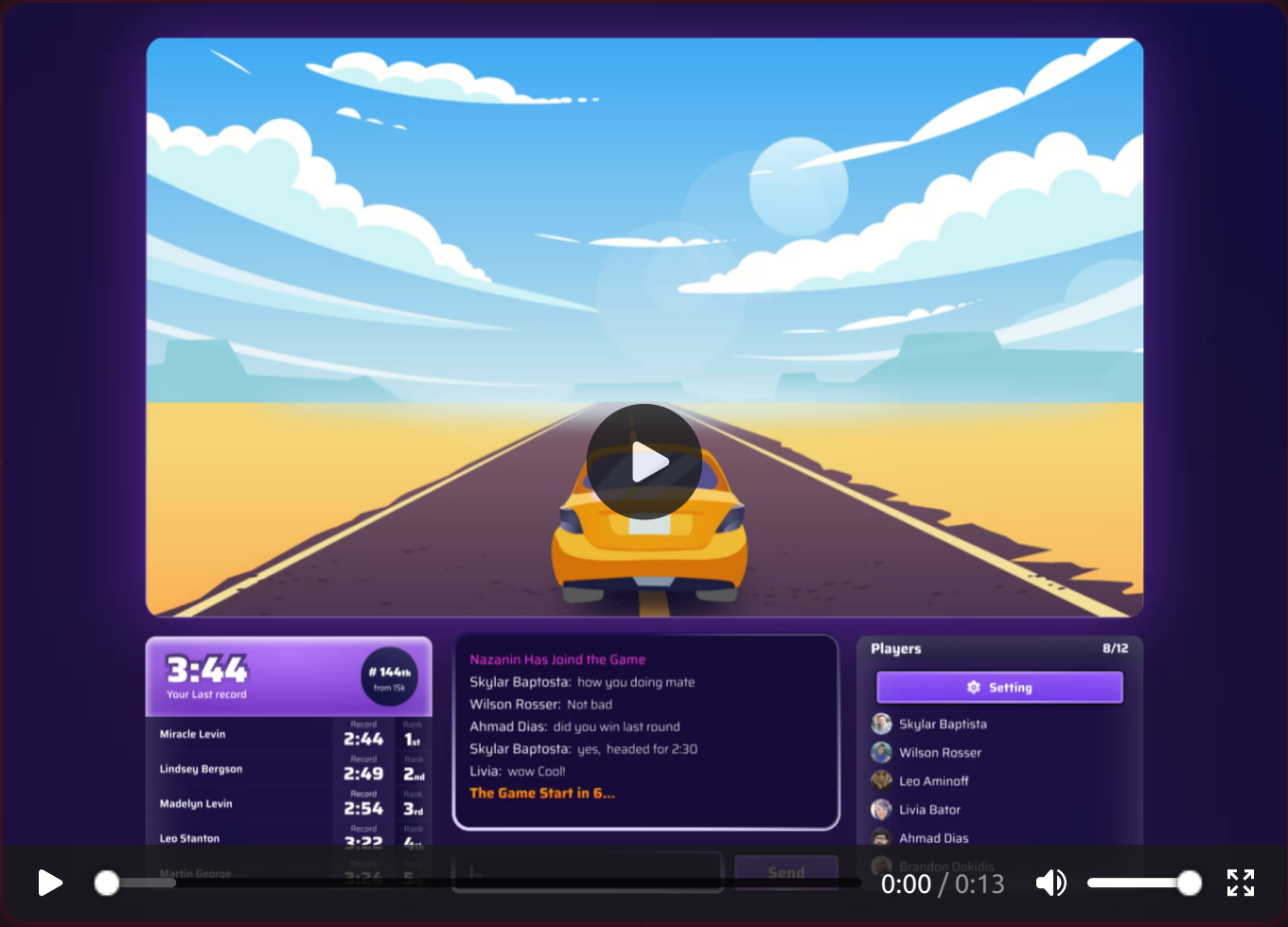
Resources

[Figma UI](#) [Assets](#) [Socket Connection URL \(socket.io\)](#) [Font Family](#)

Required Technologies:

[ReactJS](#) [NodeJS](#) [PixiJS](#) [Socket.io](#) [MUI](#)

Expected Result:



Blockchain Services

NFT Token Development
Coin and Token Development
Smart Contracts Development
Crypto Exchange Development

Web Development

Website Development
Website UI/UX Design

Cloud Services

Machine Learning
Artificial Intelligence
Software as a Service

Mobile Development

App Development
Mobile UI/UX Design

Data Services

Cloud Storage
Big Data Analysis
Big Data Solutions



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