■ PROJECT REPORT

2D Racing Game

Submitted By:
Name: BALU J.
GitHub Link:
https://github.com/balujkcs-droid/2D-racing-.git

1■■ Introduction

The 2D Racing Game is a browser-based interactive racing game developed using HTML, CSS, and JavaScript. The game allows users to control a vehicle, avoid obstacles, and score points. This project is created purely for educational and academic purposes.

2■■ Objective of the Project

- To design and develop a simple 2D racing game
- To understand JavaScript-based game logic
- To learn collision detection techniques
- To improve frontend development skills

3■■ Purpose of the Project

The purpose of this project is to provide hands-on experience in game development using web technologies. It also helps in understanding real-time interactions, animations, and user input handling.

4■■ Technologies & Code Used

Frontend Technologies:
HTML5 – Structure of the game
CSS3 – Styling and layout
JavaScript – Game logic and interactions

5■■ Description of Code Used

HTML: Used to design the game layout and elements.
CSS: Used for styling the road, vehicles, and animations.
JavaScript: Handles movement, collision detection, scoring, and game over logic.

6■■ How the Code Is Combined in the Project

HTML provides the structure of the game. CSS is linked to style the game interface. JavaScript is linked to control gameplay logic. All files work together to create an interactive racing game.

7■■ Project Features

- Smooth car movement
- Enemy vehicle generation
- Collision detection
- Score tracking system
- Game over and restart functionality

8■■ Conclusion

The 2D Racing Game project successfully demonstrates the implementation of a simple web-based game. It enhances understanding of JavaScript logic, animations, and event handling. This project serves as a strong foundation for advanced game development.

9■■ THANK YOU

Thank you for reviewing this project.
This project was developed purely for educational purposes.