

Definition Of The Problem

Creating and designing 2d car race game like in 1990's Nintendo's games in simple context

Solution of Problem and Information

In fact this game is based on basic graphics but my project is out of it. My project based on Group scene type because this type can be manipulated so easily by setX , setTranslateX etc. functions so you can place it as you want on that scene. Substantially out of this , i used javafx's simple functions. I want to introduce my game because I struggle a lot to add new and magnificent properties to make that different than expected. My game creates data.txt and keeps high score in that so you can see your high score all time of the game. Moreover you can use nitro with pressing space key and see how much nitro are there on left nitro bar. This is a bit complex because when you are below the high speed it speed up you highly but when you are at your level's high speed it speed you slightly. So it is advantageous to use it when you are slow. Out of them , you can see mud and oil puddles on the road. Mud makes your car slower and oil shakes your car on x direction. To get over this hardship , you can change your car and you can choose resistance car. Because this car decrease these effects nearly %60. If you are speed enthusiast you can choose speed car but this car is not as good as drift car at movement in x-direction. Sometimes you will see red warning text on screen when you are too close to rival cars to prevent accident .I designed a lot of bar to increase intelligibility. You can see your speed on the left bottom side. There is a speedometer and it shows you what is your speed. I added some sounds to make this game enjoyable. I added a background soul-resting piano sound , brake sound , speed up sound , nitro sound and accident sound and they are controllable on right switch .Finally you can change your game difficulty if you want to make higher score or enjoy achieving the hard.

Edit : You can press F to use horn. In the next version of the game when you use the horn rival cars get out of the your way Although i wrote 2800 lines code i couldn't afford time to make it so sorry...