

# Untitled Car Game

## Group 1 - Cycle Two

Source: <https://bitbucket.org/hughescj/untitledcargame/src/master/>

### Version Description

This version of Untitled Car Game focuses on the basis for the aesthetic features. The only new feature included in this version is GameStates.

### Current Features

**Feature 1 - Game Physics:** Game physics are implemented, allow for collisions and movement with forces, as well as the creation of new physics objects.

**Feature 5 - Game States:** Game states are implemented, allow for transitions between different IScenes. Implementations of IScene will include menus and the map.