

Design

The Racer2D Application is developed in C++ language with GUI using freeglut library for visualization and interaction. The design approach adopted for graphics, storing and simulating game objects is depicted in the figure 1

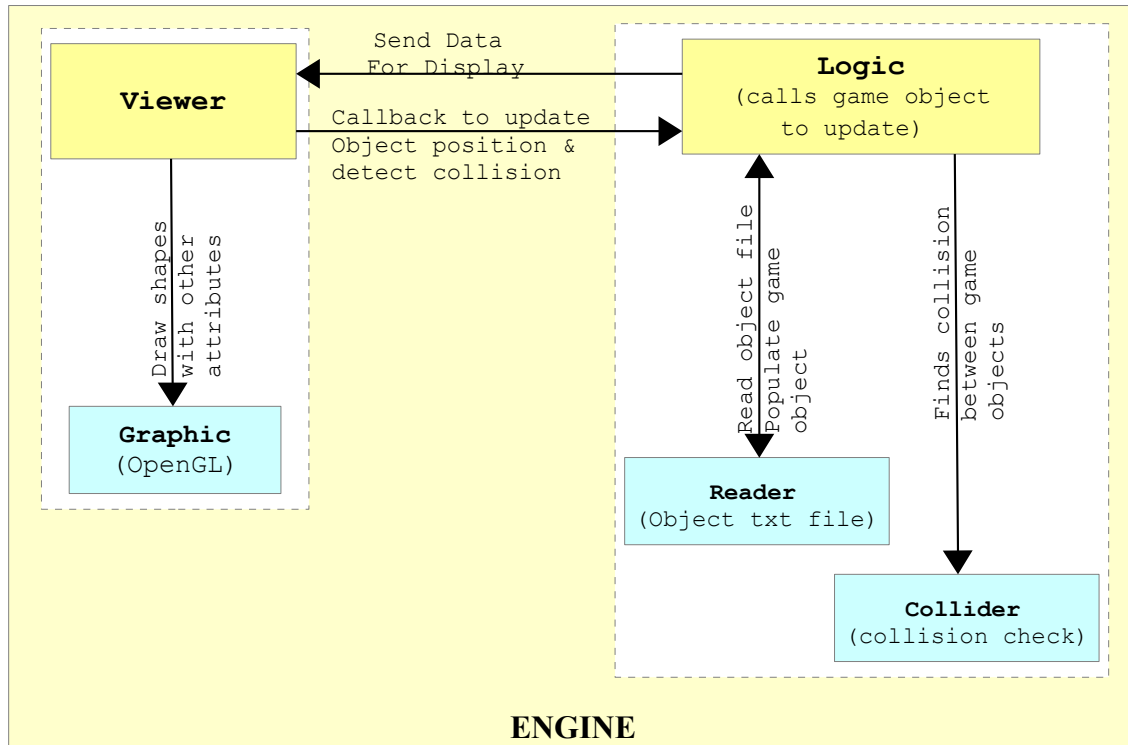
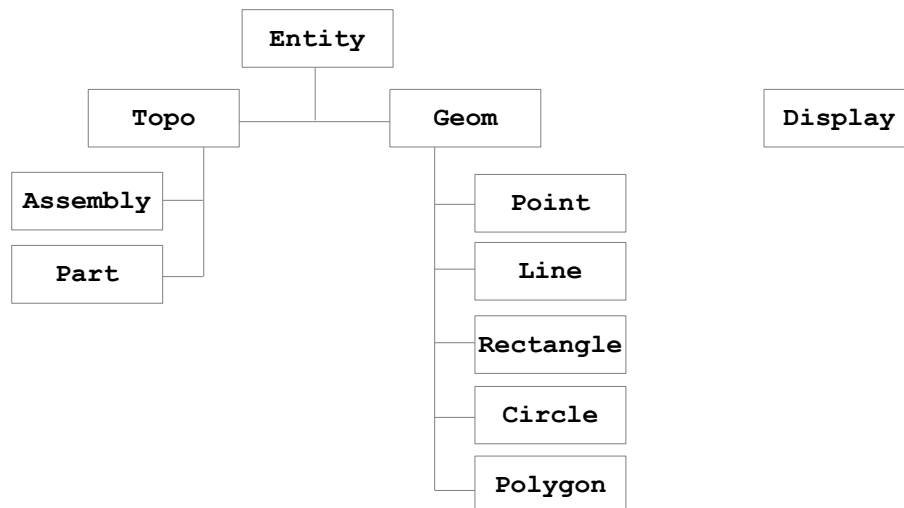
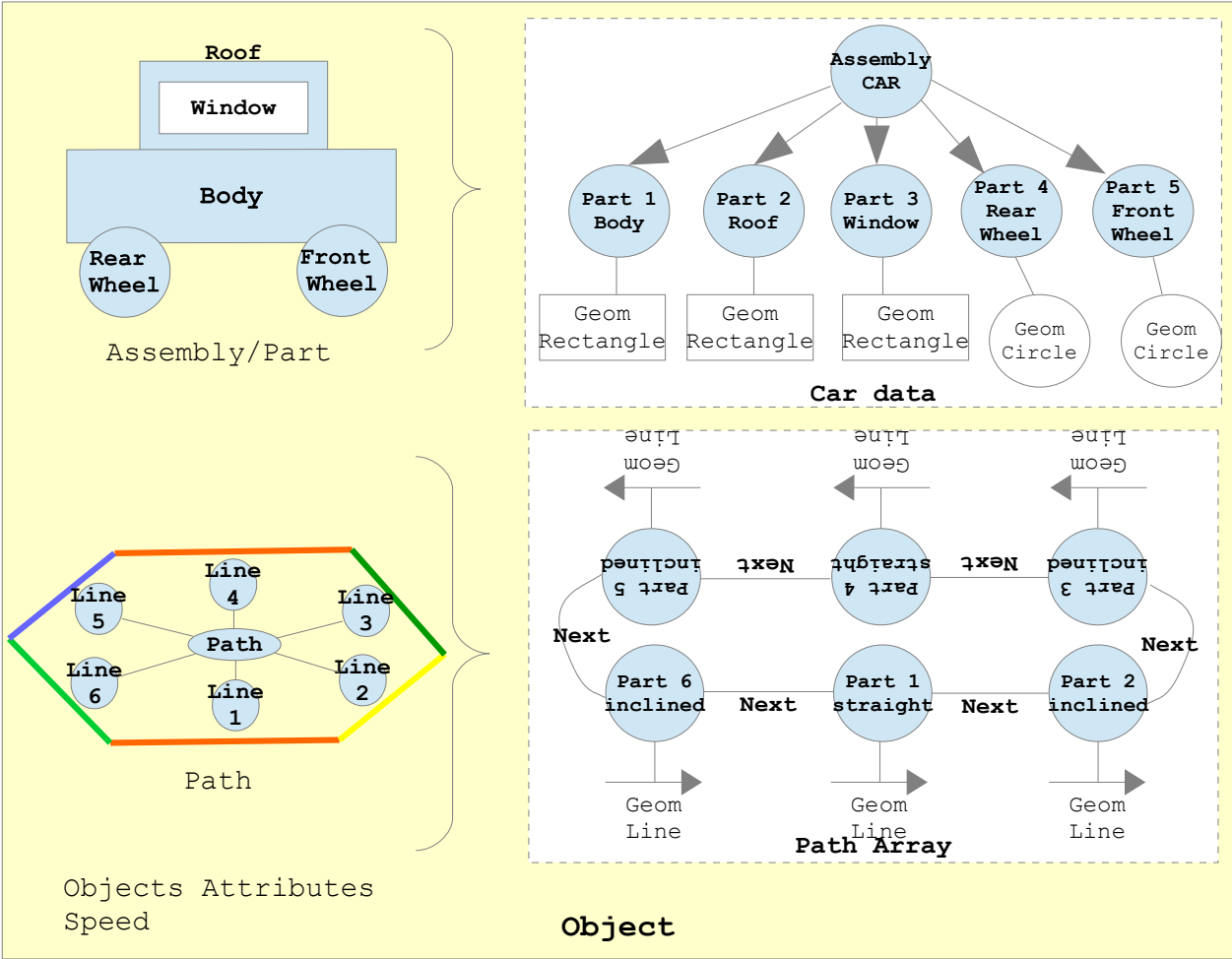


Figure 1

Core Data



Object Data



Collider

The collider checks for collision between game objects and gives a list of entities in the objects that are intersecting.

