Competitive Analysis:

Minecraft:

* + I want users to be able to add objects to the landscape that is already created
  + I want to have a landscape that is already generated to build off of
  + I will not make the world extremely large, it will only be big enough for the car to go probably about 20 seconds in each direction.
  + I will also not build the world out of blocks, because I can use the egg files, and I will not really modify the current objects except through the pop up window used to create them
  + I will not make the user mine for their materials, if they can dream up a design then it should be made.

There is an algorithm for precedurally generated landscapes and its results posted here: http://www.lighthouse3d.com/opengl/terrain/index.php3?particle

* + I do not think that I will use its use of building up a map from a pure flat plane because that would result in much more varied terrain then I think would be applicable to a racing game
  + However, I do want to use its method of starting from a point and then working around from that point generating objects of varying sizes to build up the landscape

Need for Speed(game series):

* + Game play usually allows two or more players to race, however, though that feature would be nice, I do not really think there is enough time for this feature.
  + I intend to use the feature that drivers can record how much time it took for them to complete the course and also how much faster they may have been compared to previous times.
  + I also intend to make the car have some gravity element rather than simply falling to the nearest piece of topography so that the car can in a way fly temporarily.
  + I think that based on the fact that I plan to use eggs for the car, I think that the car can be customizable, since the texture that colors the car can easily be changed.

Burnout(game series):

* + I intend to use the feature where drivers can select where they want to start and end.
  + I will not implement any crash features in this game, since making the car look like it is broken doesn't add enough to the game for the complexity it would take to achieve.