

Roadrash Game

Basic Requirements

- Proper racing between bots and players
- Player will be able to kick and punch as per the game
- Several obstacles as per the game
- Calculation will be done in 3d frame and will then be projected using projection
- Bikes will have variable speed so as to make game fair and fun
- Collision will cause bikes to slowdown while bikes in front will go faster
- On falling, if police is nearby the player will be caught hence giving busted notice

Additional requirements

- On collision, in high speed the character will fall down from bike and walk towards the bike and ride to resume racing
- Player won't be stuck in the ground but will fly a bit as per the ramping of the road