**AGT Game Project**

For my AGT project I aim to make a car based computer game that will allow the user/player to drive around on a terrain. In the game there will be randomly objects and the player will have to navigate through them. I’m thinking of making a time trial which means driving around and trying to get from point ‘A’ to point ‘B’ in the fastest time possible and the faster the time the higher the score you get. The game will come have different levels these will just be different tracks which will get hard as the levels goes up.