

# LibGDX Project: Car Game

## Objective:

To learn and explore a java programming library (LibGDX) in order to implement the practical fields of using Object Oriented Programming concepts.

## About Project:

This is a simple Car Game Project where Player Can select a car from selection menu and can run the game. The Game is to save players car from enemy truck and also can score 10+ by hitting a car with bullets. The full part of this project is designed with free resources such as free sound tracks, images and fonts. The Project was written on Java Programming language and also LibGDX library, which is used for design 2D and 3D game.

Main Menu



Game Play



## **Features :**

1. **Car Selection:** Choose from a variety of cars and customize your journey.
2. **Smooth Navigation:** Intuitive navigation with arrow buttons to switch between cars.
3. **Play Button:** Start your adventure with the selected car.
4. **Back Button:** Return to the main menu with ease.
5. **Background Music:** Immerse yourself in the game play experience with looping background music.
6. **Customizable UI:** Enjoy a clean, responsive user interface designed for a seamless experience.

## **Game Flow:**

1. **Main Menu:** The user starts by selecting their car from a list of available options.
2. **Car Selection:** Use left and right arrow buttons to browse through the car options.
3. **Play:** Once a car is selected, hit the "PLAY" button to start the game with the chosen car.
4. **Back:** The "BACK" button allows users to return to the main menu.

## **How to Play:**

1. **Left Arrow:** Select the previous car in the list.
2. **Right Arrow:** Select the next car in the list.
3. **PLAY:** Start the game with the selected car.
4. **BACK:** Go back to the main menu.
5. **PAUSE:** Freeze the whole game by pressing p from keyboard anytime in game loop.

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