

Name : Hemanta Thapa

SFSU ID: 920756574

Github ID: hemanta-sfsu

CSC 317 Spring 2021

I have developed a simple car racing game. This game is very simple in terms of rules and the way to play it. Our car is on the road with the initial speed set to the level of the game the user chooses. Then the goal is to avoid touching other cars and get the highest score possible.

Rules:

- Choose one of the game levels. If no level is chosen, the car will not run.
- Click on the “Start” button to start the game.
- Press Up, Down, Left or Right keys on the keyboard to move the car.
- Avoid touching another car to get the highest score.

While writing the code there were many problems. First was to make a loop for the moving animation of the car. I created five lines inside a loop which keeps on running until there is a collision. For the collision, I found out a very useful javascript function, “getBoundingClientRect” which returns the size and position of the division. The collision is the breaking point for the loop. Also for the game level, there was a problem of the way to disable the other buttons after one is selected. I also had to mess with the css selectors to adjust it. There are still many things that can be added later on, but it should be working well now.

You can play the game at [hemanta-sfsu.github.io](https://hemanta-sfsu.github.io)