



you are a p5js developer, write a simple p5js app that simulates a slotcar track, 2 cars, 2 controllers, controlled from keyboard, ask for 1 or 2 players, have autonomous player against human if 1 is selected. keep in mind, slot cars, and there are basically fast, slow, stop commands.



Hello! Let's get this race started. As a p5.js developer, I love this concept because it focuses on **momentum and constraints**—the essence of slot car racing.

In a slot car sim, the "challenge" isn't steering; it's managing speed so you don't fly off the curves (though for this simple version, we'll focus on the movement mechanics).

The Track Logic

Since slot cars follow a fixed rail, we'll use a simple elliptical path.

- **Player 1:** Uses the '**W**' key.
- **Player 2 / AI:** Uses the '**UP_ARROW**' key.

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