

Users Manual

Every Menu is controlled by both ArrowKeys and mouse. To go back in menus and/or simple pages, press ESC.

Flow of the program:

Username Input -> Initial Menu (2 buttons: play and about)

About is the presentation page.

The play button redirects to a RaceMenu, where the only difference to the other menus is that the laps selector has to be controlled by the left and right arrows, not with the mouse.

Garage and Tracks are both view-only pages, where the only action available is ESC to go back to the RaceMenu. The race button leads the users to both garage and tracks pages, but through this path it is possible to move forward by clicking Enter in the desired car and track.

Afterwards, the race scene is loaded, and the player uses AWSD or the ArrowKeys to control the car.

Similarly, to the other menus, in the selection of the modifier use the keys, and then the mouse to select the position in the track and to press continue.

Finally, in the game over display, the user can choose between playing again or return to the main menu.