

UCRacer for Android

This project is a lite version of racing games like Need for Speed (or CSR racing plus brakes and steering) on smartphones. Graphical gaming is required. A user can select, upgrade different cars and race on different tracks individually or with AI competitors. Each user has his own record and can track what he has done in the game. Users can upload their record online. The graphics component doesn't have to be elaborate---the accent is on implementing a basic game logic.

Milestone 0:

1. Users should be able to sign up and log in, a user name and password is required to log in.
2. Implement the basic racing game. A user can race individually on a track. Basic functions include move forward and backward, make turns, speed up and down. The car should interact with the environment such as being occluded by an obstacle.