

Milestone 1:

1. Support different (no less than 2) car models and tracks.
2. Add AI competitors and they can interact with the user's car. They should at least be able to occlude each other.
3. Each car should have multiple attributes, such as acceleration, max speed, and should be reflected in the actual game.
4. All users should have their own profile and record. Users should be able to earn cash through races and use it to update vehicles, purchase new car models and tracks.
5. Summary for each user (this can be available only to the user himself or all users), including life play time, best record for each track, life earned cash, etc.
6. Summary for each track (this should be available to all users using the same smartphone), including best record and the corresponding user name, etc.