Design Project Proposal  
The names of all the group members (and optionally a group name)  
1. Rodrigo Bentacourt  
2. Esteban Rosales  
3. Leo Moustakas  
Program name or title  
Drag Racing Simulator  
Program objectives and description  
We want to make a racing simulator in which a car is driving on a street. When the car accelerates there will be a speedometer that shows the speed change. The car will also be able to shift gears. It will be moveable by the keys. You will be able to restart when you press escape.   
  
A timeline with 4 or more “milestone” dates to ensure the project is  
completed on time. (reserve time for testing!)  
1. Import car image and background + make speedometer design + restart button  
2. Make cars controls

3. Make car go  
4. Find a way to make an endless background  
5. Make restart button  
6. Make shift of gears  
7. Finish project  
  
List of all members in the group and what each person is responsible for.  
1. Import images+ user guide + design project proposal + endless background: Esteban Rosales  
2. Speedometer + car controls + gear ratio + design of control panel and all its functions: Rodrigo  
3.Restart button + music + stopwatch + barriers: Leo

Visuals or diagrams if appropriate. (use the back of this paper if needed)