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Prototype 1

Description

The game is a simple game where players have to avoid each other to gain laps to win a race. The objective of the game is to be able to play as one or two players with always having 4 competitors. Avoiding the cars give you points. The theme is F1 racing therefore players and competitors are race cars on a race track. The game will hopefully also have levels which will be more difficult for the player.

Approach

I will for sure make classes for the players and also for the competitors. I would also use classes for my beginning screens and level screens. I can also use arrays with these topics as well. I would like to put in sounds like racing and also cheering. The images will be of race cars and tracks.

Visuals

