Final project proposal

I will be developing a cars game similar to Traffic racer. The player will be a car that has a command to move speed and a command to break, the left and right arrows are going to turn the car left and right. The game will be probably based on a huge tile map. I will try to make the background of the game similar to the background of the actual game. The objective of the game is to move as fast as possible without hitting any of the other cars, the closer you are to the other car the more score you get, and there will be powerups and coins to collect. The picture below is the actual game, but it is usually played on smartphones, I am going to change it a bit to be able to play it on a pc.

I will be using linear physics; I will try to use 3D models. The game is not expected to look like this, this is just a model to show you what's on my mind.