**Non-Functional Requirements**

Graphics of CarDriver game will be designed by project workers themselves so that there will be no incompatibility in terms of collision mechanics. Moreover original desings will be much attractive and appealing.  There will be also image usage in terms of car modelling for better visual experience.

                In order players to have better experience, our key listeners’ delays will be reduced. In an other saying, players will not have issue with control mechanism and frame drop rate since the project workers’ designs about low response time.

                Main strategy on designing will be based on motto, “Easy to play, hard to master ”. Thus, beginners will not have any problems because of simple interface and game experience, on the other hand, masters will not be bored because game design will be much complicated as game level increases.

**Pseudo Functional Requirements**

                The language Java will be used for implementing CarDriver game. For graphical designs Java.swing and photoshop programming(Adobe CS2015-16) will be used instead of “ready to use” tools. By this case the project will not be “fabricated”. Key listeners, button listeners will be used in implementation.