

## Personal Project Documentation:

### *Crash Course*

#### 1. Purpose:

#### 2. How to use it:

I would expect the button configuration to be familiar with most people who have played a racing game. Below is an image with the functions:

#### 3. Requirements:

a. Interaction: I configured an input scheme for an xbox controller using the built-in mozilla libraries, which allows plug-n-play functionality for gamepads. These interactions include:

b. Objects: Crash Course features a car/kart, obstacles, pickups and projectiles

c. Visual Effects