Driving Simulator

Level Documentation

**Base Level Class**

**Tutorial**

**Level 1**

**Level 2**

**Level 3**

In this level, the player is coming up on a four way stop. There are 3 AI cars that pull up to the stop signs. One coming the horizontal road opposite from the player car. Two cars are going two different ways on the vertical road. The AI cars stop and go at the stop sign. The players objective is to make the right road decision so he or she will pass the level.

The player will fail if they crash into one of the other cars, drive on the wrong side of the road, or drive through the stop sign without stopping.

The player will pass the level if he or she successfully stops at the stop sign and goes straight or left or right on the road.

**Level 4**

In this level, the player is on a horizontal two-way road traveling right. An AI car is traveling in the other lane toward the player. As they approach, the AI car turns into the player’s lane. The player is expected to turn and/or break, while not turning into the other lane, in order to avoid colliding with the AI car.

The player will fail if they:

* Do not get up to speed within about 3 seconds
* Touch the other lane
* Go totally offroad before the AI car has turned toward them
* Collide with the AI car

The player passes if they do not trigger any fail conditions, passing about 3 seconds after the AI car turns towards the player.

**Level 5**

In this level, the player begins on the on-ramp of a 4-lane divided highway. A constant stream of AI car traffic is spawned on both lanes of the highway, and the player must successfully accelerate down the on-ramp and merge onto the highway.

The player will fail the level if they:

* Go offroad or between lanes for more than one second
* Collide with another car
* Go past the onto or past the highway’s median

The player passes if they do not trigger any fail conditions and successfully drive off the right side of the screen after merging onto the highway.