Driving Simulator

Level Documentation

**Base Level Class**

**Tutorial**

**Level 1**

**Level 2**

**Level 3**

**Level 4**

On 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**