**Game Loop**

Get player inputs for UI

Load and run menu

Title screen

Level Screen (page 1):

Start level OR

View Tutorial

Level Screen (page 2):

Start level OR

View Tutorial

Etc.

Load and run levels

Build Level

Display HUD and level sprites

Update positions so car is at center of screen

Get the type of tile the player is on (stop sign intersection, straight road, etc)

Check conditions for changing score based on tile

Check player speed vs speed limit

Check if player is off road

Check for appropriate stops at intersections

Etc.

Update score

Check for low score or collisions

If conditions met, update game state (fail)

Check if player is at endPosition:

If score >= passScore met, update game state (win)

Else fail

When game ends, display UI elements and restart level/return to menu based on player choice