**Feasibility Study Report**

**Overview :**

This is a study for checking the technical feasibility of “RACE N CHASE” implemented using Advanced Java technologies.

**Objective:**

The design is a car racing software with two player mode gaming system producing a win-loss result and scoring points henceforth accordingly.

**Procedure:**

* The gaming software “RACE N CHASE” is first started by clicking the up buttons for both the

Players.

* The players move on the track tackling obstacles and competing each other to cross the finishing line first.
* The player, who reaches the finishing line first, wins the race after completing 3 laps successfully.
* The results are shown on the screen which reveals the overall wins ,losses and ties along with number of matches played.

**Assumptions:**

* The software needs at least a RAM of 2GB and Graphics card of 1 GB .
* The JDK software must stay installed to enable the software to work.

**Constraints:**

* The software will not work in an environment with low graphics support.
* The cars will move in the opposite directions when on the grass paths deviating from the right track.

**Conclusion:**

The “RACE N CHASE” is a complete gaming experience with classy features. The obstacles present make the gaming more exciting and trendy.

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