**Use Case Diagram**

<extends>   
  
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 user  
  
  
  
  
U1. Initialization & Car Selection: The game is started by the gamers and cars are selected.  
U2. Console key Operation: The gamers move through the tracks using movement keys.  
U3. Performance Evaluation: The gamers, after ending the race, will see the results.

Car 1 movement

Car 2 movement

Performance Evaluation

Initialization and Car Selection

Console Key Operation