Racing physicis

<http://www.miata.net/sport/Physics/14-Why-Smoothness.html>

<http://www.miata.net/sport/Physics/05-Cornering.html>

Functions available to the intelligent Agent

Accelerate  
Brake   
Turn Wheel Left  
Turn Wheel Right  
(Clutch Gear Up Gear Down – possible improvements)

Knowledge of the intelligent Agent

Speed its travelling at  
Current Wheel Position  
Position on the track  
Position i

Shown with Cel- Shading ?

<http://www.gamedev.net/page/resources/_/technical/graphics-programming-and-theory/cel-shading-r1438>