

# **Mini Project Report**

## **2D Car Driving Simulator Game Website**

**Introduction:** This project is a 2D Car Driving Simulator Game Website developed using basic web technologies. It simulates simple car driving behavior such as movement, steering, acceleration, and braking in a top-down view.

**Objective:** The objective of this project is to understand basic game development concepts, keyboard-based interaction, simple vehicle motion simulation, and real-time rendering in a web browser.

**Technologies Used:** HTML, CSS, JavaScript, and Canvas API.

**Working Principle:** The simulator continuously reads keyboard input, updates the car position and direction, and redraws the scene in real time to create smooth animation.

**Conclusion:** This project provides a basic foundation in browser-based simulation and game development and can be extended into more advanced driving simulators in the future.