ICG

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1   Project Proposal

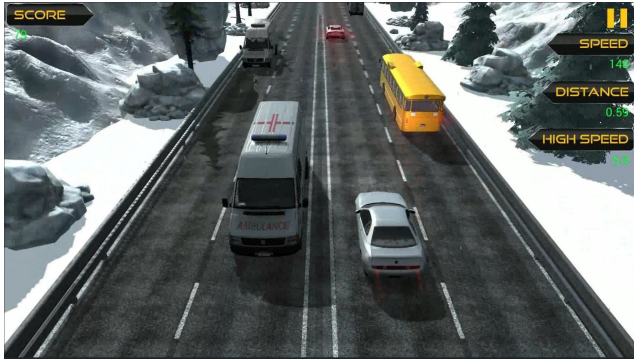As my project, I want to develop a highway driving game.

Just like some old driving games, a endless highway road with some traffic and you control a car that needs to avoid the others and score the max points you can.

It can be a two-way road, but the game works the same as a single-way. There should be builds alongside the road, with sun and moon running because time of the day changes. And with that, shadows of buildings and cars, as well as reflections and lights are in constant change.

2   Game Examples

Here is a gameplay example of the Traffic Racer Game:

https://youtu.be/Lzq6CirbzJE?si=nSiGymzbbpXlPRC2

(a) Highway Driving
(b) Traffic Racer

Figure 1: Games