

CSE 214

A Section Offline on Assembly Graphics

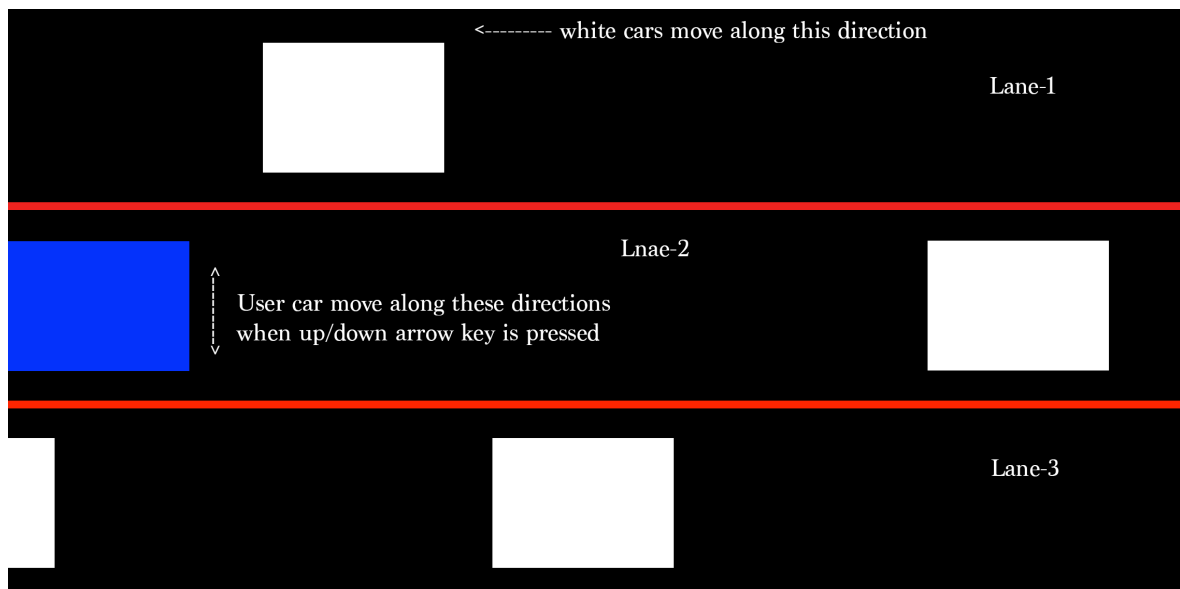
Racing

Tasks:

1. You have to draw three lanes as shown.
2. There will be cars in the lanes. Car can be thought as rectangular boxes, which should be a little less wide than the lanes.
3. Color of the cars should be white.
4. A car must move along the window from right to left, and disappear when reaches the left of the screen. Cars cannot change lanes.
5. There will be one user car. The color of user car is blue.
6. The user car cannot move along the window from left to right or right to left. Rather it moves up and down, and changes lane.
7. When a car hits the user car the game is over. Otherwise point is counted when the user car overtakes a car.
8. Show the score of the game at the end of the game.

Control:

- i. **Up Arrow:** User car changes lane from down to up, if it is not already in the lane-1 in the figure.
- ii. **Down Arrow:** User car changes lane from up to down, if it is not already in the lane-3 in the figure.



[Texts are given for demonstration purpose only. You need not show texts in your program. Your game need not be exactly the same as shown in the picture, but total idea/type must be similar]