For my Final project I want to write a racing game in python that will be like pole-position. The game will consist of:

**At minimum**:

A car on a straight track that the player can move side to side, and the car will be able to drive forward in the form of the track shifting down.

**At maximum:**

A player-controlled car on a track with turns and/or obstacles for the player to avoid. The player will be able to race against a computer-controlled car and if the player goes off the track they will be notified or penalized in some way. There may be multiple tracks to choose from or an easy way to create new tracks.

There is such a wide range of what I may accomplish in this project because I do not know yet exactly what tools I will be able to use or how powerful they will be. I plan on using the popular graphics library Pygame to do my image rendering and transformations to make the project more manageable.

The project will likely require that I create some sort of game engine to control all the aspects of the game. This will likely involve object-oriented programming.