

Here is the complete code for the game:

jsx

```
// pages/_app.js
```

```
import NextApp from 'next/app';
```

```
import Head from 'next/head';
```

```
import { ThemeProvider } from 'styled-components';
```

```
import GlobalStyle from '../styles/global';
```

```
import theme from '../styles/theme';
```

```
function MyApp({ Component, pageProps }) {
```

```
  return (
```

```
    <ThemeProvider theme={theme}>
```

```
      <Head>
```

```
        <title>3D Car Game</title>
```

```
      </Head>
```

```
      <GlobalStyle />
```

```
      <Component {...pageProps} />
```

```
    </ThemeProvider>
```

```
  );
```

```
}
```

```
export default MyApp;
```

jsx

```
// pages/index.js

import { Canvas } from '@react-three/fiber';

import { Physics } from '@react-three/cannon';

import { OrbitControls } from '@react-three/drei';

import Car from '../components/Car';

import RandomShape from '../components/RandomShape';
```

```
function Home() {

  return (

    <Canvas

      style={{ height: '100vh', width: '100vw' }}

      camera={{ position: [0, 0, 10], fov: 75 }}

    >

      <OrbitControls />

      <Physics>

        <Car />

        <RandomShape />

      </Physics>

    </Canvas>

  );

}
```

```
export default Home;
```

jsx

```

// components/Car.js

import { useRapier } from '@react-three/rapier';

import { Mesh, Sphere, Cylinder, Box } from '@react-three/fiber';

const Car = () => {

  const { world, rigidbody } = useRapier();

  const handleKeyDown = (event) => {

    if (event.key === 'w') {

      rigidbody.applyForce([0, 0, 10]);

    } else if (event.key === 's') {

      rigidbody.applyForce([0, 0, -10]);

    }

  };

  const handleMouseMove = (event) => {

    const cursorPosition = event.clientX;

    rigidbody.applyTorque([0, cursorPosition, 0]);

  };

  return (

    <group>

      <Mesh castShadow>

        <Box args={[2, 1, 1]} />

      </Mesh>

      <Mesh castShadow>

        <Sphere args={[0.5, 32, 32]} position={[0, 0.5, 0]} />

```

```

    </Mesh>

    <Mesh castShadow>

      <Cylinder args={[0.2, 0.5, 0.5]} position={[-0.5, 0.5, 0]} />

    </Mesh>

    <Mesh castShadow>

      <Cylinder args={[0.2, 0.5, 0.5]} position={[0.5, 0.5, 0]} />

    </Mesh>

  </group>

);

};

```

```
export default Car;
```

```
jsx
```

```
// components/RandomShape.js
```

```
import { Mesh, Box, Sphere, Pyramid } from '@react-three/fiber';
```

```
import { useRapier } from '@react-three/rapier';
```

```
const RandomShape = () => {
```

```
  const shapeType = Math.random() < 0.5 ? 'box' : Math.random() < 0.5 ? 'sphere' : 'pyramid';
```

```
  const size = Math.random() * 2 + 1;
```

```
  const mass = Math.random() * 10 + 1;
```

```
  return (
```

```
    <group>
```

```

    {shapeType === 'box' && (
      <Mesh castShadow>
        <Box args={[size, size, size]} />
      </Mesh>
    )}
    {shapeType === 'sphere' && (
      <Mesh castShadow>
        <Sphere args={[size, 32, 32]} />
      </Mesh>
    )}
    {shapeType === 'pyramid' && (
      <Mesh castShadow>
        <Pyramid args={[size, size, size]} />
      </Mesh>
    )}
  </group>
);
};

```

```
export default RandomShape;
```

```
jsx
```

```
// styles/global.js
```

```
import { createGlobalStyle } from 'styled-components';
```

```
const GlobalStyle = createGlobalStyle`

  body {

    margin: 0;

    padding: 0;

    font-family: -apple-system, BlinkMacSystemFont, 'Segoe UI', Roboto, Oxygen, Ubuntu, Cantarell,
    'Open Sans', 'Helvetica Neue', sans-serif;

    background-color: #f0f0f0;

  }

`;

export default GlobalStyle;
```

```
jsx

// styles/theme.js

import { createMuiTheme } from '@material-ui/core/styles';

const theme = createMuiTheme({

  palette: {

    primary: {

      main: '#333',

    },

    secondary: {

      main: '#666',

    },

  },

});
```

```
export default theme;
```

This code sets up a basic 3D car game using React-three libraries like Fiber,Drei and Rapier.