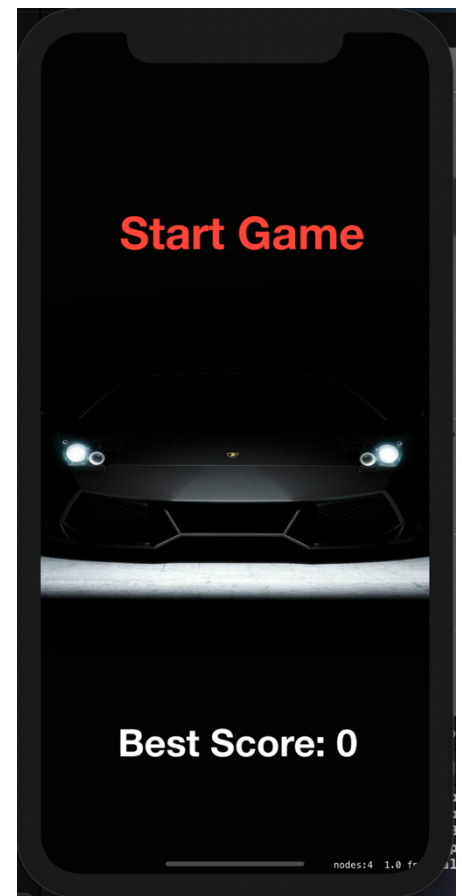
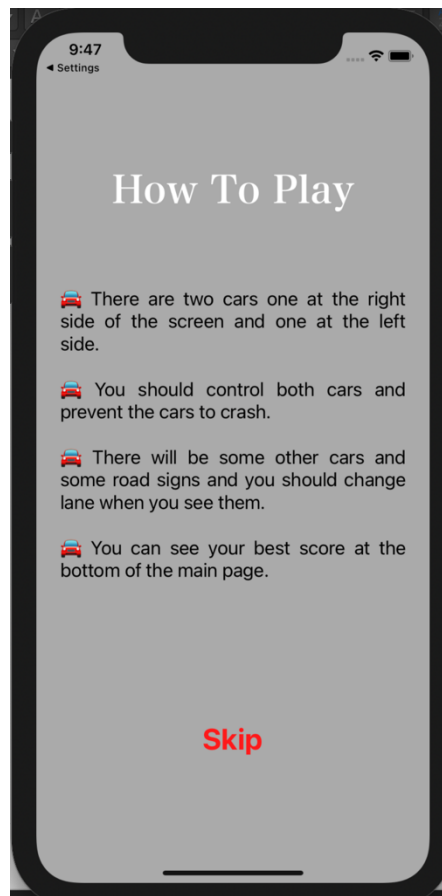
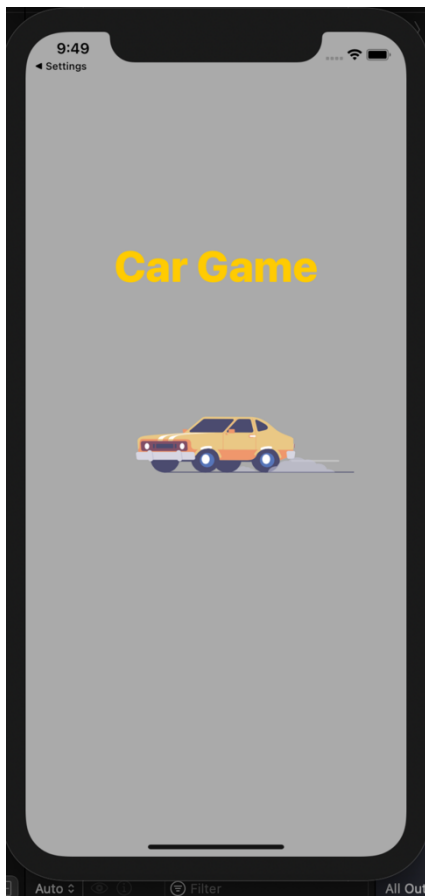


# Game 1 Sketch

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Last week I worked on a bullseye game, for this week I wanted to make something more complex and also, I wanted to learn XCode Game environment. My plan for this game homework is to create a basic car race game, I divided my screen to two (left and right) and created two roads each with two lanes. There will be two cars one for the left road and one for the right, so the user will control the both cars with this way the game will be harder. For now, I created my splash screen, using Lottie animation (as usual), my how to play page, and my main page. In my main page there is one button and one label, button is for the start the game and the label is for the best score so far. I also use icons for cars and road signs and uploaded those icons to my asset folder. I kind of started to create the lanes and positioning the elements. The design of the pages is not completed yet I will redesign all the pages after I completed whole game.



For this weekend my plan is to start working on dividing the road and lanes and putting my items to the road randomly.

Because of the Lottie file I couldn't upload the code GitHub because there are more than 100 files and GitHub doesn't let uploading a folder which has more than 100 files. So, I compressed it and then push it to the GitHub. I also, added a short video that shows the code so far.

GitHub Link: <https://github.com/selinbilen/gameHW>