

## Sumama Haque Final Project Diagram.

Period 1

Group member name: Sumama Haque

Group name: verybiggiantboi

Project title: Sumama Haque's Supercar Rampage

Brief Project description: Simple infinite car game. Cars can only move from left to right. Car has to avoid obstacles that are coming toward it, and if it does, the person loses.

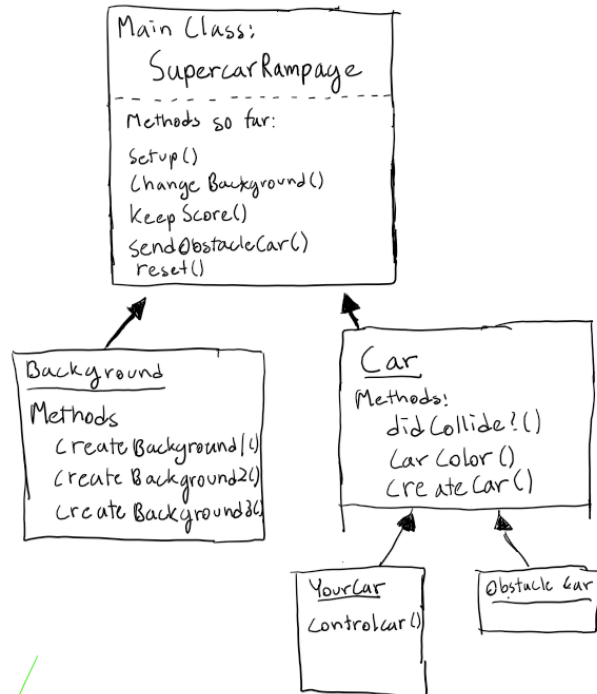
List of current functionalities: none (still in planning stage):

List of functionalities that is to be done by the next meeting;

- Design Background that is to be changed every 15 minutes
- Car can move from left to right (using only the right and left arrow keys)

Future goals:

- Add scoreboards
- Add obstacle cars that are coming to the front
- When a car is hit, score resets.
- Current high score to be saved.
- If possible, make the car speed up (by making the oncoming cars come faster)



How to play the game:

Start by pressing the run button on processing

You spawn into an environment with the car.

Move left with the left key, and right with the right key.

Avoid the coming cars. If you don't, your score will be reset to 0.

Each second is 10 points. Every 5 seconds 3 random obstacle cars will come your way.

Every 100 points expect a background change.