

- Mysterious map that can increase concentration on the navigator
- The match must be based on accomplishment of a mission such as completing a route or getting a special item in the map. the item can be limited so the person who gets to the item location is a winner and become the only winner
- If there is some behavior that allow participants to violate the driving rule will make the game more interesting.
- The top view is more handy for the driver
- Excitement of the navigator must be considered equally as driver, my Idea is to always let navigator to make the strategy of how to complete the mission.
- The people who are participating can have a option to choose to be a driver or navigator
- Speed of the race must be controlled automatically so the focus be more on completing a mission and also to focus on direction handling.
- Game menu should include an quick tutorial
- If the team win they will go to a higher ranking, and participants can have a perfect matching sorted on their points.
- There is an special gift like powers,booster,ghost car,etc. for the car somewhere in the map with a certain amount of points neede to unlock.
- Participant can spend their points on the gifts.