

Race Challenge Opponents

The image is a collage of five screenshots from a racing game, each featuring a different opponent robot:

- Tortoise:** A slow-moving green and brown robot with a large front wheel and a small rear wheel.
- Jet:** A grey and orange jet-powered robot with a large front wheel and a small rear wheel.
- Weavel:** A red, white, and blue robot with a star pattern on its side and a small rear wheel.
- Rhino:** A purple and black rhinoceros-shaped robot with a small rear wheel.
- K2999:** A dark grey and black robot with a large front wheel and a small rear wheel.

Each screenshot includes a descriptive text block below it:

- Tortoise:** Slow and steady your first hurdle a simple trained AI can beat
- Jet:** Turbo boosting jet packs is this racer's special power
- Weavel:** Protects his racing line by aggressively weaving, can you find a way past?
- Rhino:** Aggressive and pushy, waiting for you to come near then crushes you into a barrier
- K2999:** Slick and well trained, an AI that's all about the racing line

Gameplay: Casual Mobile Race Management

Train, customise and race

- Players create and train their racers
- Bots are highly trainable and customisable
- Allowing users to become attached to their creations
- Progression is through a set of offline challenge races, against progressively more difficult opponents
- Training abilities are unlocked after each win
eg. before the 4th race the ability to have other racers on the training tracks is locked and the training is simplified, once you have beaten the 3rd race, you can add competitors into the training tracks and train your racers to be aggressive or avoidant.
- Online races become available after 4th race

