

The Ultimate Car Race

Course Title: CSE 108

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Level:1

Term:2

My project is "Networked Car Race".

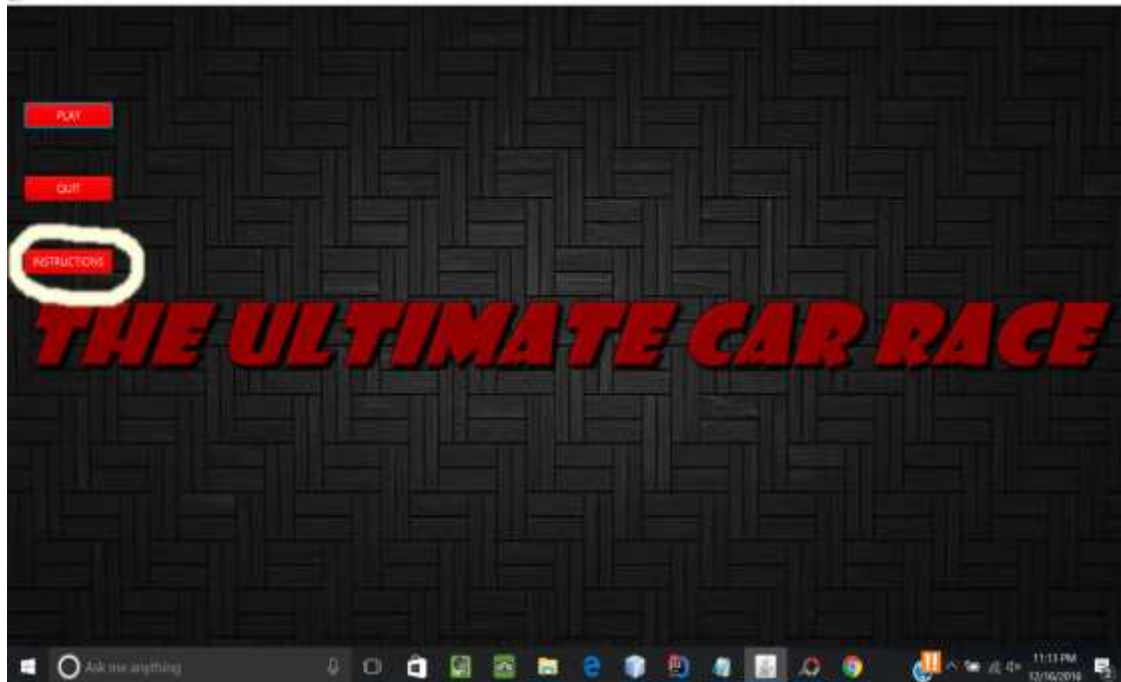
Two players can play this game online. There are special features like boundary and super power in my game. It is basically a race against both time and opponent.



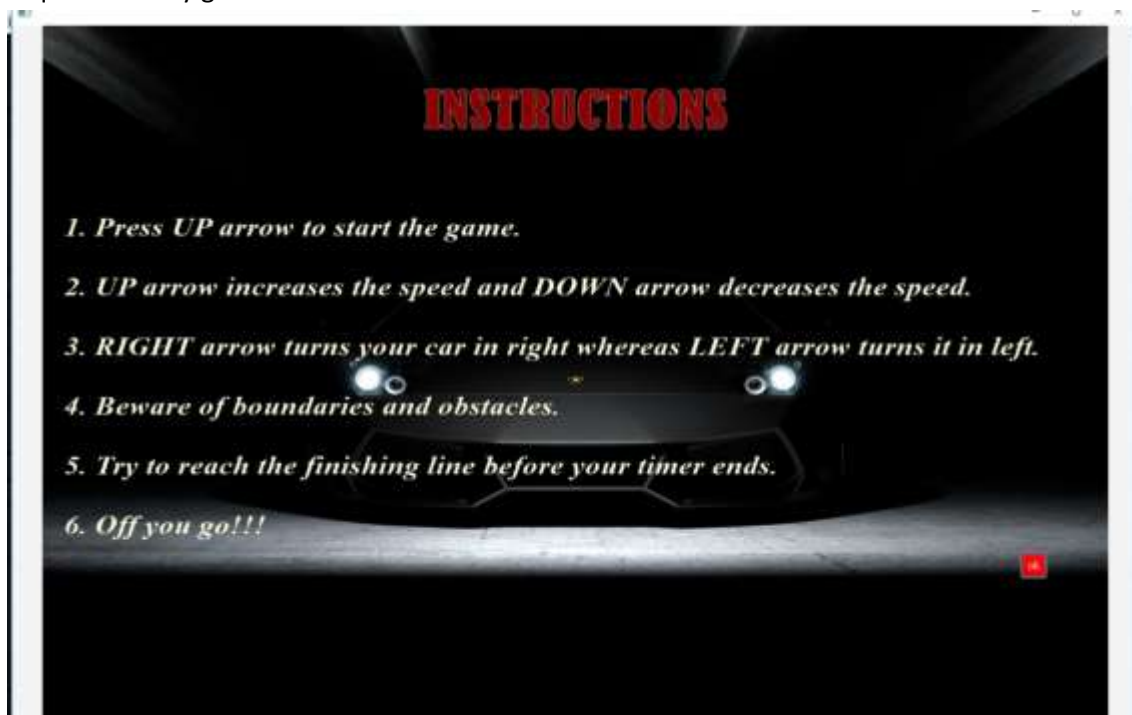
If you run my project using command line argument: `java carrace4random.Main ServerIP`
the window will show something like this.



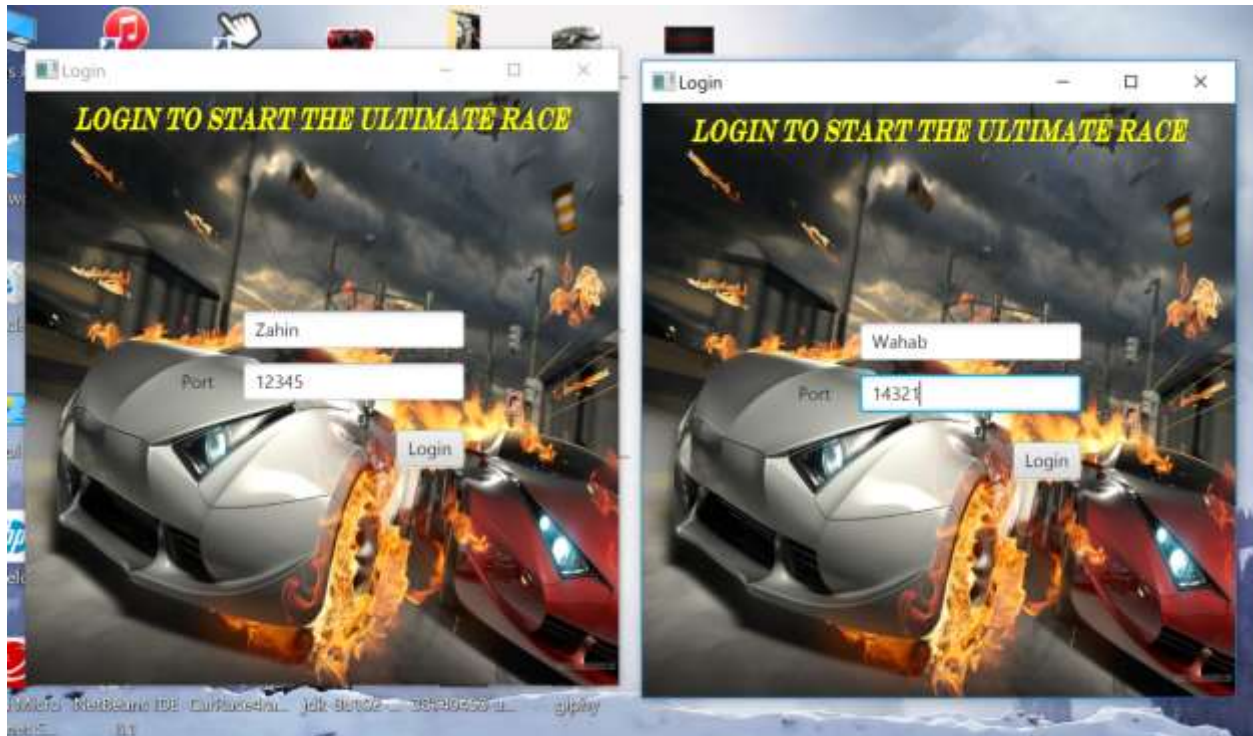
By pressing the "QUIT" button you can quit the game even before it starts.



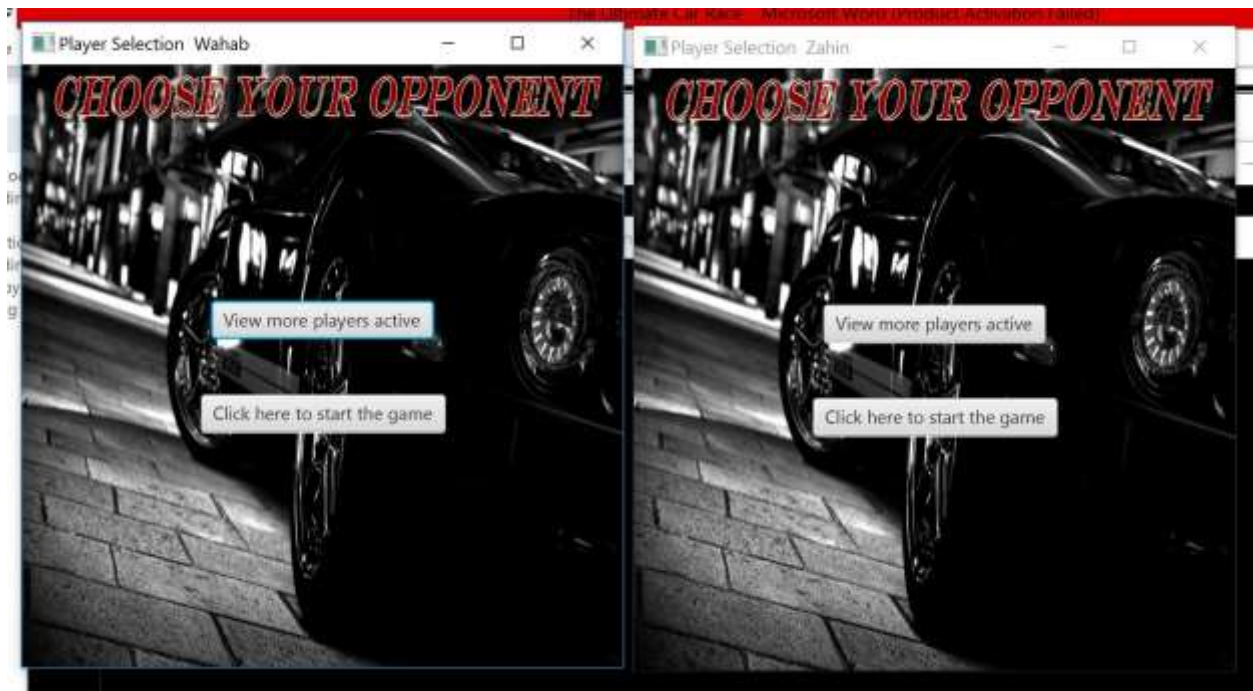
By pressing “INSTRUCTIONS” button the following screen will pop up which shows the instructions required for my game.



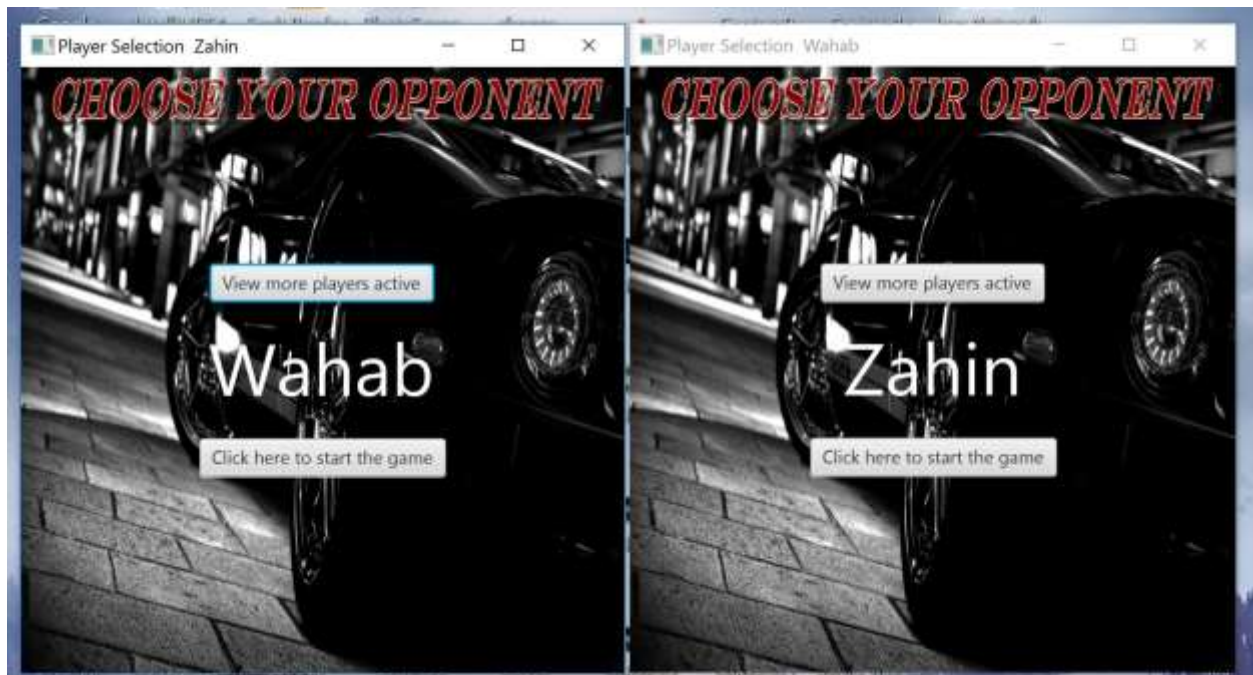
This is the LOGIN page. You need to input the user name and the port number. And then press the login button.



This screen will appear.



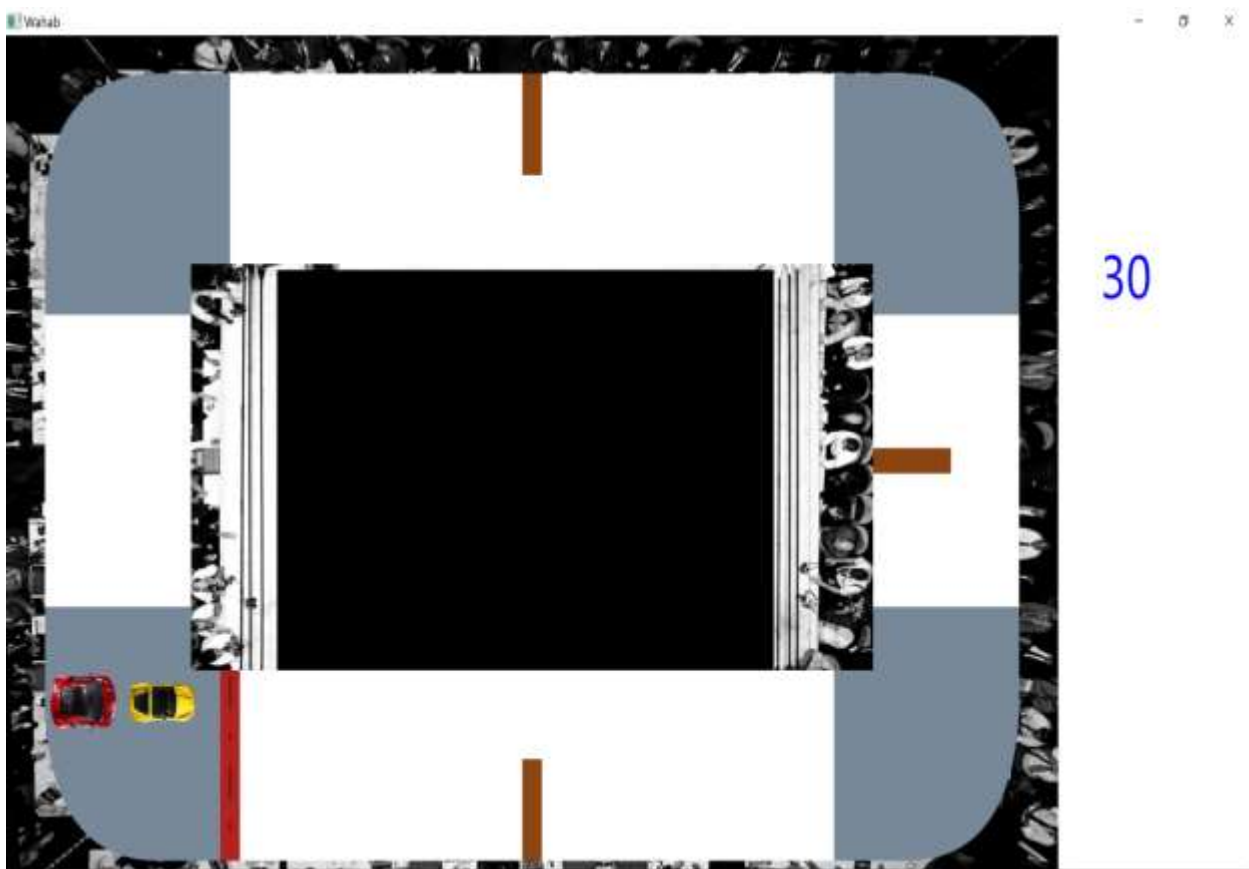
The following screen will pop up. You got to see who is active by pressing the “View more players active” button.

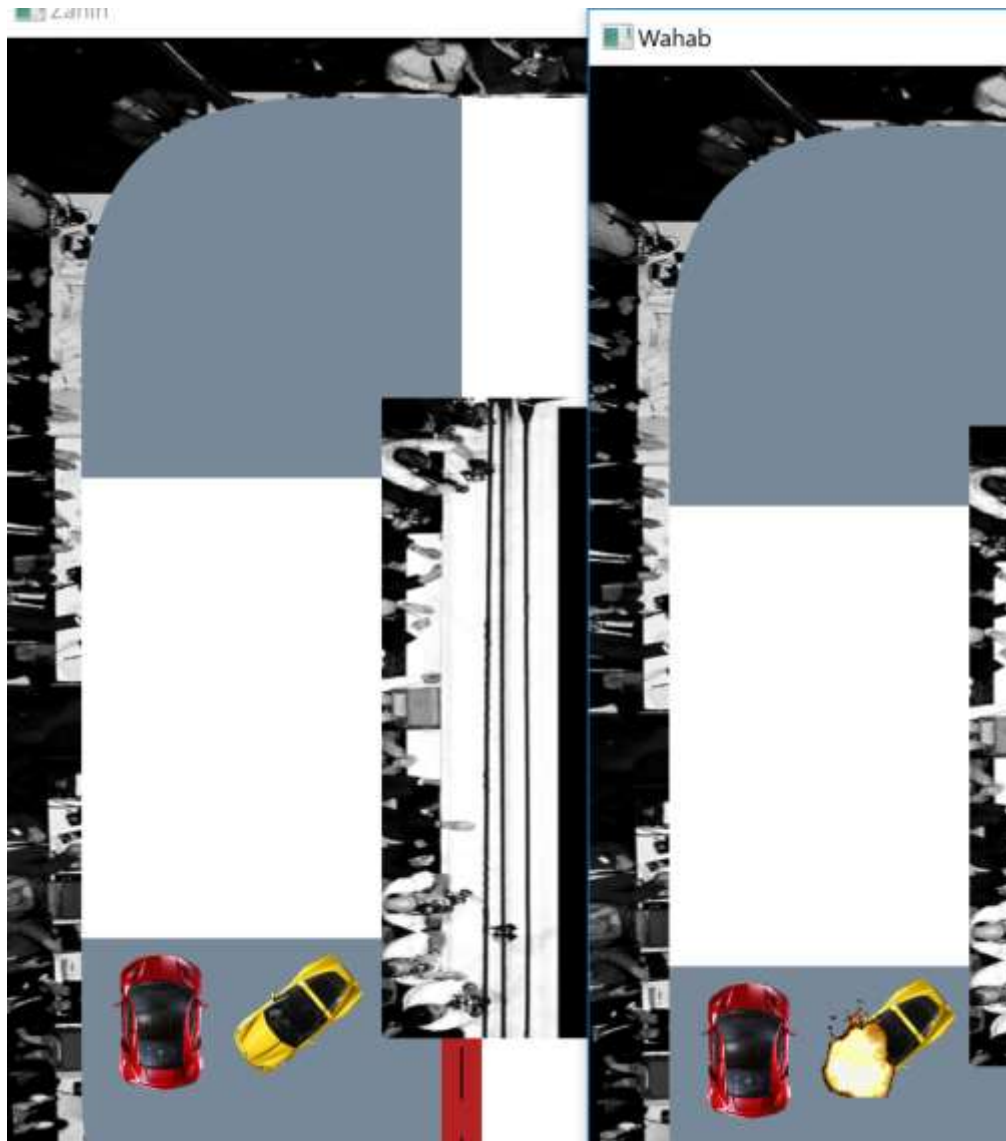


Click “Click here to start the game “ to find out which car you have been allotted.

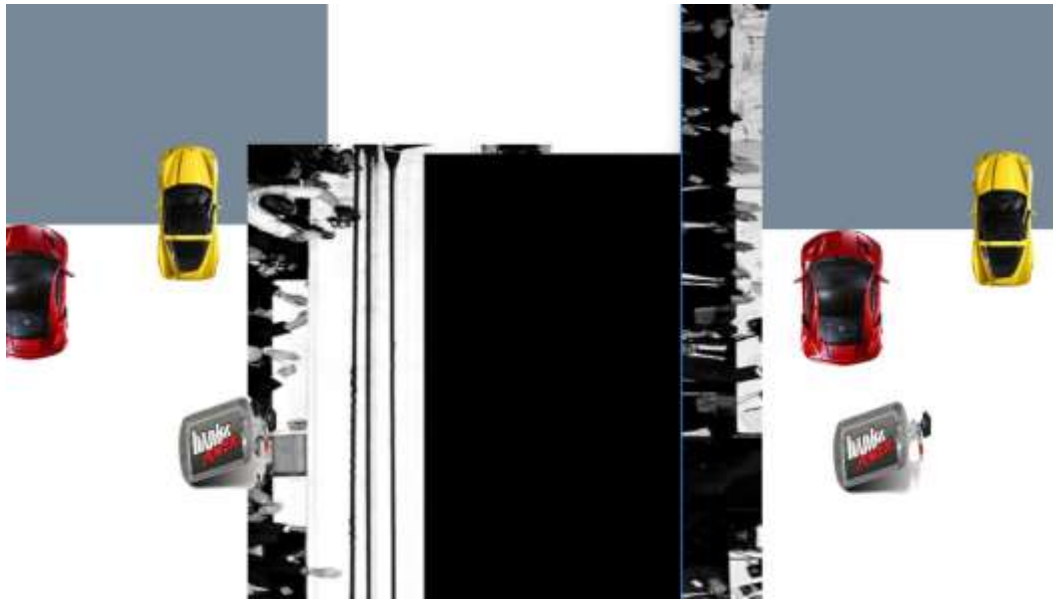


Click “Click here to start the game “ to see the track and race against time and opponent.





Beware of your opponent's car. Once you collide you get reverted by 8 nanoseconds.



Grab the special boost “nitro power” to increase your speed.

If your opponent runs short of time, the race cannot be continued and this screen will appear.



If your time is up, this screen will pop up.





These screens will pop up on winner's and loser's screen respectively.

Server Component:

For the server component there is no command line argument needed. It can be run with the command
java Server

Constraints:

It is only a two player game. It would be better if I could make it a multiplayer game. And there should have some storage system in Server which could store every details about users in it. So that next time they login they don't get the same racing track and levels get increased.

Library:

I have used JavaFX in this project.