

Rush Hour

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Overview:

Rush Hour is 2D car game that challenges the player to win the game by controlling the car to reach out the end without crashing any other cars within one minute. If the player crash a car, the game will be over and the game over will be printed.

Technical requirements:

- *Programmed in C++*
- *Graphics package with OpenGL*
- *Program frameworks: car Framework*

Stretch Goals:

- *Time challenge*
- *Speedometer*
- *Countdown Timer*

Controls:

- *Arrows keyboard*

Movement with ↑ (speed), →(right), ← (left), ↓(break)

System Overview:

- *OpenGL and XWindows for Graphics*
- *Building logic and loop using C++*