

The following are the steps necessary to use the supplied demo code:

- 1) Fill in the implementation of the aiMap, aiPath, and aiIntersection classes based on the details of your art implementation.
- 2) Derive the ambient traffic, from the aiVehicle class.
- 3) Derive other navigatable obstacles from aiObstacle. For example the props used to represent streetlights, parking meters, mail boxes, etc...
- 4) Derive your opponent vehicle class from the aiNavigation class.
- 5) Register a route through the city with the opponent vehicle.
- 6) Let the game rip!