

The work aims to implement a graphic game simulating motocross ride. The player controls a motorbike rider and tries to get him from start to finish as quickly as possible. He has to collect checkpoints laid out along a track without striking his head against the ground. Tracks composed of polygons can be created and edited in included track editor. In addition to single-player game there are also four different multiplayer game modes to be played on one or multiple computers. It is possible to replay previously saved ride recordings. The scene is displayed as a side view and is rendered using OpenGL library. The program is implemented on Win32 platform.