Corner Cup™: Trackshift Championship

How to Play & Teacher Guide

Corner Cup™ is a projector-friendly classroom race game built around six neon team balls moving through a clean championship rail circuit. The teacher launches a two-lap race, watches the standings change, and can use one Rescue Beat per race to boost the ball currently in last place.

Quick Start

- 1. Open the HTML file in a web browser, or deploy it to your website/Netlify.
- 2. Project the game full-screen for the class.
- 3. Press **Start Race**.
- 4. Optional: press **Rescue Beat ■** once during the race to help the current last-place ball.
- 5. At the end, review the winner and final standings on the results screen.

On-Screen Controls

Control	What it does
Start Race	Begins a new two-lap championship race.
Rescue Beat ■	One-time race boost for the ball currently in last place.
Camera	Cycles between Auto, Chase, and Overhead views.
Sound	Turns game sound on or off.
Fullscreen	Expands the game for projector/classroom use.
How to Play	Shows the built-in quick instructions panel.
Reset	Returns the game to its ready state.

Teacher Tips

- Use the top order strip to quickly identify who is leading without relying only on the camera view.
- The game works well as a quick attention reset, transition moment, celebration, or team race break.
- If you want maximum visibility from the back of the room, use Fullscreen mode and keep sound on a moderate level.
- Rescue Beat works best when you save it for a meaningful comeback moment.

Deployment Notes

- Primary file: **Corner_Cup_Trackshift_Championship_FINAL.html**
- This is a standalone HTML game file suitable for local use or web deployment.
- For Netlify or similar hosting, upload the HTML file directly, or place it inside a simple site folder as index.html.
- The game uses a CDN-hosted Three.js module, so an internet connection is recommended when launching it.

Recommended Use Flow

- Open the game before students arrive or during a transition.
- Choose whether you want Sound on or off.
- Project full-screen.
- Launch the race, then decide if/when to use Rescue Beat.
- At the end, review the final standings or immediately race again.

Included Files

Asset	Filename
HTML Game	Corner_Cup_Trackshift_Championship_FINAL.html
How-To Guide	Corner_Cup_Trackshift_How_To_Play.pdf
Cover Image	Corner_Cup_Trackshift_Cover.png

Built for projected classroom use. Keep the race smooth, readable, and fun.