

I hired a freelancer to create a simple car racing game without internet access. I provided detailed specifications, including visuals and videos showing the desired number of cars, races, a city map, and a permanently nighttime setting with occasional rain and snow. The game should allow car customization (color, engine, shape, wheels) and include AdMob ads. The freelancer's first attempt was significantly different: day instead of night, a racetrack instead of city racing, incorrect car counts, and no customization. Despite feedback and revisions, subsequent versions still contained numerous errors: incorrect number of races (one repeated race instead of 40), no scoring system, daytime setting, slow cars, lack of competition, a persistent track error, and unchanged steering signs and car customization pricing. AdMob codes were also missing. After repeated attempts and exceeding the three-day deadline, the project remains unfinished with substantial unresolved issues, prompting me to cancel it.