## **Redline**

**Game Summary:**  
Race thru the biomes by collecting fuel so you won’t run out.  
  
**Core Mechanics:** List the core features of your game as bullet points.

* Example 1: movement with left and right arrow
* Example 2: fuel cans disappear on pickup
* Example 3: fuel refuels when can idsappears

**Gameplay:**   
A goblin in his monster truck running thru the biomes to save his goblin village. Can you get him there?

**Art Style:** Cartoonish art style based on the real hill climb racing game.

