**Game Notes**

Game starts with a maximum of 1 obstacle (moose or pothole), 1 cloud, and 1 motorist allowed the screen at a time. After every 10 seconds their limits are increased by 1, creating a scaling difficulty as the gameplay goes on. Power-ups

**Player**

* Can steer and adjust speed with the arrow keys. Steering is velocity based and speed is limited to a 0 to max value.
* Emergency brake with space bar.
* Use air horn (when collected) with ctrl.
* Starts with 100 health.

**Scoring**

* Player will gain bonus points when travelling at top speed.
* Player will lose points when off road or travelling at or below half their top speed.
* All avoided obstacles are worth points when they clear the screen. Their point value is multiplied by the player speed.
* The general strategy is to maintain a high speed while avoiding obstacles and collecting power-ups to obtain the highest amount of points.

**Obstacles**

* Obstacle limits are increased every 10 seconds.
* Moose and potholes are spawned roughly at a ratio of 1:3.
* Potholes
  + Stationary obstacles that spawn at random locations on the road.
  + May collide with the player causing damage or other motorists causing them to veer erratically.
  + Cause 2 damage when run over but cannot take the player under 1 health.
  + Are worth 25 points if not hit by the player and have cleared the screen.
* Moose
  + Mobile obstacles that spawn at the sides of the road and attempt to run across.
  + May collide with the player causing damage or other motorists causing them to crash and veer randomly.
  + Moose do 7 damage to the player when hit. Moose hit by other motorists do no damage to the player.
  + Are worth 50 points if not hit by the player and cleared the screen.
* Motorists
  + Are spawned in a random lane as a speeding or slow driver. Speeders are spawned below the player and slow drivers are spawned above, creating a grid of obstacles.
  + Motorists will collide with other motorists causing them all to veer off course.
  + Motorists do 5 damage to the player when hit.
  + Motorists are worth 50 points when not hit by the player and clearing the screen.
* Clouds
  + Spawn from the sides of the screen and float across to reduce visibility.

**Power-Ups**

* Wrench
  + Can spawn after 20 seconds and repairs 15 damage.
  + If the player is at full health, the wrench is worth 1000 points when picked up.
* Air horn
  + Pushes all motorists and moose in front of the player off to the sides.
  + Spawns after 30 seconds and can be activated with the ctrl key.
  + Player can only hold 1 air horn at a time. If player already has one, air horn is worth 1000 points when picked up.