Team Upward  
A HappyFunTimes Game

Players have 3 minutes to climb as high as they can up an endless vertical 2d-platform level (randomly generated from premade screen sections).

# Changes to the mechanics of Tonde Iko game to make Team Ascension

Going off one side (left or right) of the screen makes you appear on the other side.

Up arrow objects in the game are placed on the level sections. Touching them triggers the level to scroll up to the next section. Or it makes a button appear on the phones of the player’s team that touched it that they can press when they are ready to scroll.

Could have some down arrows too, that would knock people off the top of the screen.