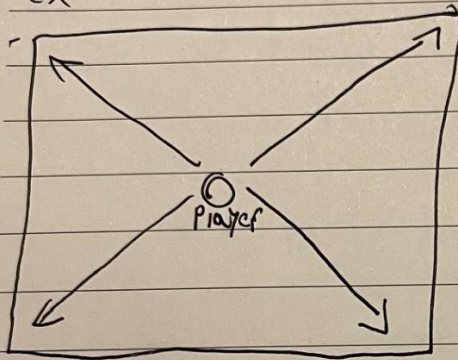
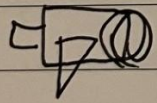


- Player will move in a 3d-esque perspective where things will move to different corners depending on their location
- Player will control some kind of vehicle as they drive through.

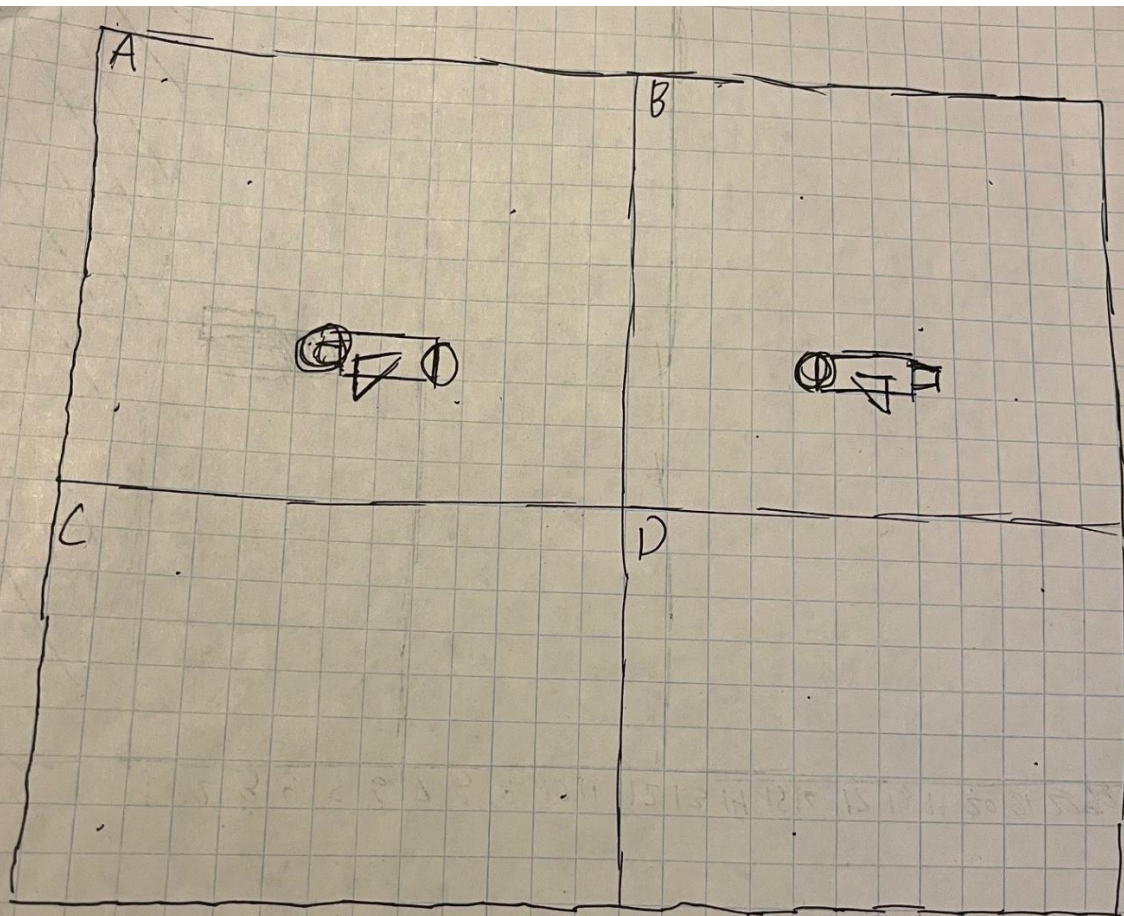
ex



- objects move up, down, left, or right. When they go offscreen, reset their position.
- module to check player D-Pad inputs.



- Player ~~ship~~ ^{ship} perspective changes based on screen area composed of basic shapes that can have co-ordinates easily adjusted.



A - If stars are in a field, $-X, -Y$

B - Stars $+X, -Y$

C - stars $-X, +Y$

D - Stars $+X, +Y$