Concepts

- Platformer ⇒ Collect Coins
  - ⇒ 2 Players
  - ⇒ If player collects a power-up, freeze other player
  - ⇒ when 2 players collide, they bump each other away

Features

- Player Movement ⇒ Kraz
- Art Assets ⇒ Grace
- Sound ⇒ Guisseppe
- Collision Detection = Jameson