**Key Features**

* Racer game controls
  + Turn left/right – change rotation speed
  + Slow down – apply deceleration
  + Speed up automatically
* Split-screen multiplayer
  + Create cameras for each screen
* Obstacles
  + Boulders – remain static
  + Polar bears – follow player

**Core Systems**

* Multi-camera system – allows split-screen
  + One function call to create a screen/camera with given size and position
* Input handler – allows for two players on a single keyboard or using two controllers
  + Single calls that check both keyboard & controller input
* Audio handler – plays music and sound fx
  + Single call to play music/sfx or stop it
* Level editor – gives tools for building levels
  + Create path with arrow keys
  + Place obstacles with mouse