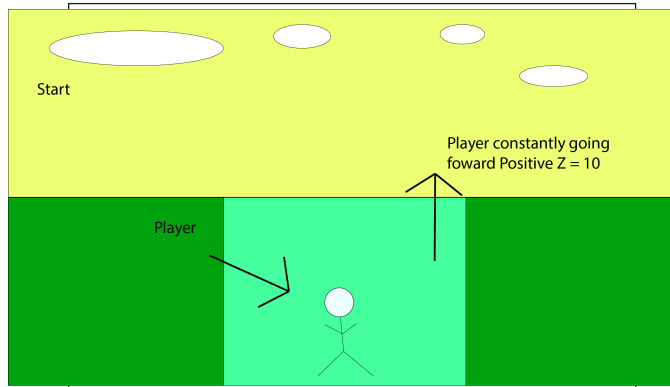
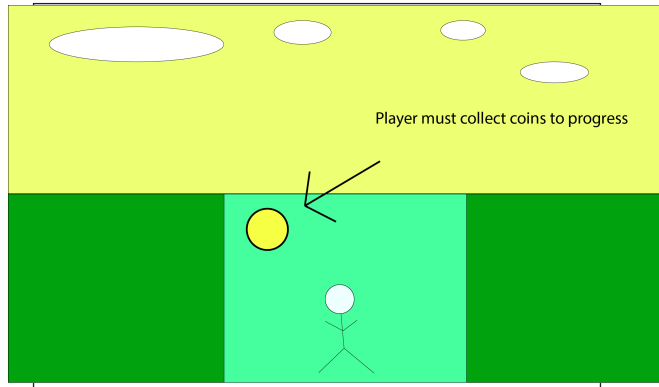


PERSONA:

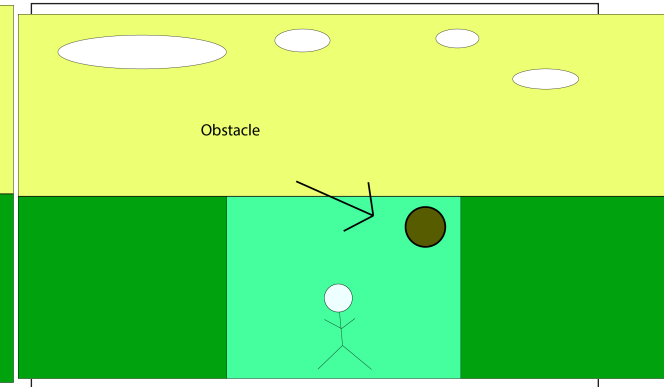
USER STORY/SCENARIO:



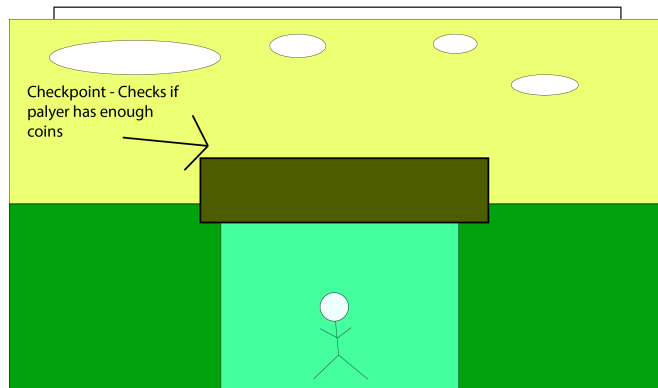
Player is constantly going forward. When first starting, the player is going at a decent speed, with few obstacles



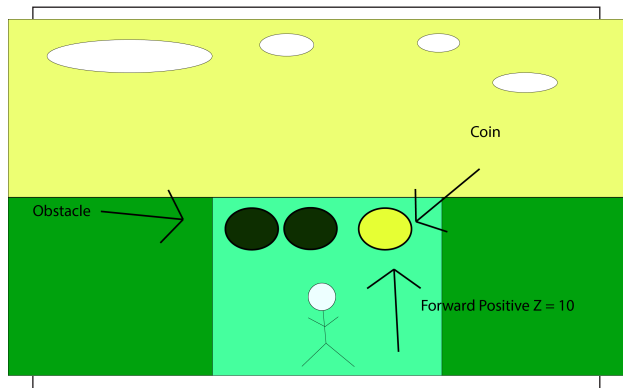
The player must collect coins to progress



Hitting obstacles will subtract coins



Every level will have three checkpoints, the player must have enough coins to pass the checkpoint. The player restarts if they don't have enough coins



If the player passes a checkpoint, the difficulty will increase. There will be more obstacles, a higher coin requirement, and a faster speed

