**Jira tasks**

* Create a document with ideas for improving the level of player choice in our friction game concept, ready for our meeting on Friday.
* On Friday, as a group we will decide what features to add to our friction game prototype, these features will need to be coded into the prototype.  
  Feel free to email if you struggle with this

**Keywords:**

Competition, adversarial, = race, goal post.

Effects, reactions, friction – curling. Hockey.

**New Game Titles:**

Tank wars?

Turtle vs rabbit?

Snail Racing?

Snail Hockey?

Bug Race?

Aim : to research games with friction mechanics and implement some ideas to unity build folder.