Mission Statement

Mechanics:

* Jumping
* Rolling
* Collecting (Speed Boosts)

Assets:

* Background Art
  + Hills
  + Sky
  + Fence
  + Spectators
  + Banners
* Player Art
* Hill/Track Art
* UI Art
  + Medallion
* Sounds
  + Cannon shot
  + Cheering
  + Brass Band
  + Wind
  + Splat
  + Speed Boost Pickup Sound
  + Thunk
* Splash Screens
  + Title Screen
  + Player 1 Win screen
  + Player 2 Win Screen

The mission meets the brief because two players compete on a single screen the first to lose momentum due to friction (physics based) loses.

What do players do?

Decide what moments to jump to get the most on ground downhill movement and the least uphill ground movement.

Players also have risk vs reward choices regarding speed boosts.