**Friction (original idea):**

Two players slide down a slope, either simultaneous or in turn. Players will slide slower or faster depending on the amount of friction. The aim for the players is to press a set button and try and stop their ‘character/icon’ as close to the line/marked area as possible.

This keeps the game challenging by randomising the friction amount within set boundaries each round and facing players, of various skills. This mechanic can easily be tweaked by instead holding down the button to gradually stop, changing it from reaction to perception (I think?). Also different points for the line/marked area to spawn in can be implemented with ease. This game would be competitively based between to players, either of rounds or matches of rounds.

**Iterations:**

* The friction would come into the game via the floor being different surface frictions, either slowing down or speeding up the sliding object.
* The end goal line or area would be moving.
* The terrain can also be at different angles or ramps.
* Ramps will give the player parts where they are not fully in control, or have to angle their landing to keep momentum.
* Multiple goals in one level.
* The track can also be iterated to have different lengths.
* Different player characters that also have their own level of friction.
* Stopping rapidly or a gradual stop.



