**Level design:**

* Planet objects
* Sky box
* Props: huis, boom
* *Decals/materials*

*Torus level  
Inside of sphere level*

**Content**

* Speed powerup
* Turtle powerup
* Invinceble powerup
* Teleport
* Crown to project above last winner

**Sounds**

* Soundtrack (Daan) + bitpop
* Menu theme
* Collision sound
* Powerup sound

**GUI**

* Score display
* Status messages
* 3...2....1....GO!
* Last winner gets crown

**Gameplay in general**

* Spectator camera