



## Post-MVP Goals

- Weight-driven mechanics
  - > More penguins a given peng knocks off → heavier & thus more momentum
  - > Can lead to "cracks in the ice" aka falls through
  - > Movement burns weight linearly w/ respect to distance
  - > ↑ many similar quirks/gameplay
- Power-ups
  - > 1 PFD (floaty) per team or something
  - > Speed boosts
  - > Snacks → aka weight boosts
- Tiebreakers
  - > 1v1 on small ice chunk
- 1v1 AI/computer