**Breakdown of Specification**

"Mechanics Prototype; A unique/custom game mechanic prototype for a single player or two players on the single screen, iterated to a high standard."

* Must be unique or custom
  + What features could be added to make a game mechanic unique?
* Single player
  + Controls: Keyboard and mouse
* Two players
  + Controls: Keyboard and mouse, Xbox Controllers
  + Split screen
  + 1 screen, which covers the whole map
* Iterations must be included. Sprints/scrums.
* Refined touches for the end mechanic.