**Tiny Racing**

**Game Overview:**

**Genre**: 2D Racing Game

**Theme**: Player will control tiny creatures that race through unconventional environments like kitchen counters, gardens, or bookshelves.

**Main Goal:** Be the first to cross the finish line while avoiding obstacles and using power-ups to gain an advantage.

**Core Features:**

1. **2D Racing Mechanics:**

* Players control tiny creatures with basic movement (left, right) and jumping.
* A "speed boost" mechanic allows players to go faster temporarily.

1. **Obstacles:**

* Players must avoid environmental obstacles like spilled water, crumbs, fallen books, and small holes.
* Obstacles cause players to slow down or get stuck momentarily.

1. **Power-Ups and Traps:**

* Power-ups scattered along the track give players advantages like speed boosts, temporary invincibility, or jumping boosts.
* Traps can be dropped to sabotage opponents, like sticky honey that slows down others or small holes that make them fall off the track.

1. **Dynamic Tracks:**

* Racetracks based on everyday environments like a kitchen counter (with utensils and food), a garden (with leaves, puddles, and rocks), or a bookshelf (with books and small toys).
* Multiple paths and shortcuts to add variety and strategy to the race.

1. **Multiplayer:** (Optional)

* Up to 4 players can race against each other.
* AI-controlled opponents if there are fewer than 4 players.

**Note: AI-Controlled bots must be in the game if not multiplayer** (Pratham)