Club Penguin Sledding Race
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1. The main idea is to recreate the sledding game in Club Penguin. It is essentially a multiplayer racing game where penguins slide down a snow ramp avoiding certain obstacles and trying to gain "powerups" that will make them go faster
https://www.youtube.com/watch?v=nmMr21rJ57Y
2. We will generate a game using pygame. We will explore the use of classes and MVC structure and a GUI.
3. Our MVP will be to create a game that has a moving screen (the track moves relative to the sledding penguins)
4. A stretch goal is to make the game look appealing with graphics and realistic shapes.
5. Learning Goals:
    a. Rachel: I want to learn how to better implement classes and be able to identify when a class would be very useful (without scaffolding). I also am curious on how to implement graphics in pygame.
    b. Diego: I want to learn more about setting up a system of objects in a way that is useful for a framework I am trying to set up.
6. We don't know which libraries we need in addition to pygame quite yet, but we plan on doing research/asking NINJAs and professors on what libraries could help us do what we need (especially with graphics and moving backgrounds).
7. By mid check-in we want to:
    a. Figure out all of the libraries we need to import
    b. Know which classes we need to create and have a breakdown of what functions we'll most likely need
    c. Start implementing some classes, ie getting the main background to show and a penguin to move
8. The biggest risk is scoping too much for what we might be able to actually accomplish because we are not that familiar with pygame. Using github is also a bit of a risk, because merge conflicts are scary.