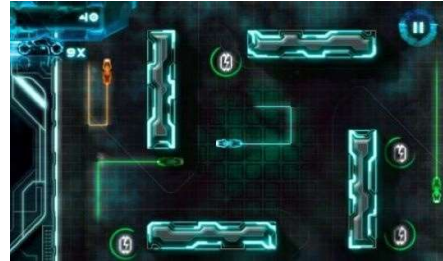


# NOTTRON

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## Overview:

NOTTRON (/nō ō·trèn /) will be a masterwork of original thinking of something that has never been made before in the history of ever. Two players come from opposite ends of 'The Grid' on their light-vehicles. On the rear end of their vehicles is a light stream that is deadly if crossed. Participants will try to avoid the light streams from both their rival and their own vehicles. It will be literally the best game in this current timeline. It could not be better.

## Requirements:

- Java Programming
- Sound
- Surface View
- OnDraw

## Controls:

- Tap
- Swipe

## Features:

- Title Screen
- HUD/Score Tracker/ Time display for elapsed time remaining
- End Level Menus
- Pause

## Stretch Goals:

- Object Collision Detection
- Online Leaderboard for clear times
- Power Ups/ Energy for boost
- Frenzy mode (Speeds up *both* players)
- Additional maps w/ obstacles
- Rework of movement instead of blocky turns, maybe w/ curves.