Setting

Type to enter text

Goal (area of screen or object on screen to reach that will take player to next level)

Type to enter text

Tasks in level (e.g. collecting items)

Type to enter text

Dangers (things to avoid)

Type to enter text

Changes to physics (e.g. higher/lower gravity, friction)

Type to enter text

Other features (e.g. sound effects, questions)

Type to enter text