* The Currency - AA Token
* Experience Points - “Stars”
  + these are collected throughout the game, increase level
* Accessories
  + Outfits
    - Shirts
    - Bottoms
    - Shoes
    - Hats
    - Glasses
  + Weapons
    - Axes
    - Hammers
    - Things that smash other things
* Pre Game Power-ups
  + Resurrection
  + Jetpack
  + Bouncy Shoes
* In Game Power-ups
  + Caffeine(do everything faster, jump higher)
  + Changing Environment
    - No Spikes
    - No Bombs
    - Etc
  + Slow down time
  + 2x XP Points
* Obstacles
  + Breakable, get rewarded for taking obstacle path
  + Bombs, kill player
  + Spikes, kill player
  + Sticky Glue, makes it harder for player to jump
  + Holes in the ground
* Community incentives in exchange for POWER coin