1. Player is confronted with a title screen and menu with three clickable buttons: Start Game, Options , and Quit
   1. If the player selects Quit, the application terminates.
   2. If the player selects Options, the player is given the ability to change settings.
   3. If the player selects Start Game, the game begins – see item 2.
2. Cutscene. Ground-level perspective looking up at Mega Man as he stomps down on the player’s face.
3. The player is introduced to combat by being immediately set upon by waves of Mega Men. The player can be injured but cannot die, and the Mega Men can be destroyed in one hit.
4. After destroying the wave of Mega Men, text appears onscreen guiding the player to a specific destination. The player is introduced to platforming.
5. More combat – this time, it is mixed with platforming. The player can die.
6. As the player makes their way through the level (combat and platforming), powerups are introduced.
7. The player reaches the hub world.
8. The player chooses which levels to complete in which order, each consisting of various enemies, platforming challenges, and powerups.
9. There is a boss level.