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| Data id | Data type | description | e.g. | scope |

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| Data ID | Data Type | Description | Example | Scope |
| P\_Array | Array | A set up empty array to be filled | [1, 2, 3, 4]  [] | local |
| Score | int | A number of which can only be whole and is used to count the (number of platforms crossed) | 0, 1, 2 | local |
| H\_Score | int | A number which can only be whole and is used to (show the current highest score) | 0, 1, 2 | local |
| Play | boolean | Determines if the game is on or off play mode | True, False | local |
| End\_G | boolean | Determines if the game is on or off play mode | True, False | local |
| Text\_End | str | A range of letters or numbers in a sorted order | {your score is 5} | local |
| Score checked | boolean | Determines if the score has been checked | True, False | local |
| Helping | boolean | Checks to see if the user has passed the intro screen | True, False | local |
| Final\_screen | boolean | Determines if the scores are to be up | True, False | local |