### Minigame Name

1. Description
2. How to beat it
3. When it's unlocked
4. Intro material (Cutscene, Mission briefing, Etc.)
5. Closing material (Cutscene, Debriefing, Score screen, Etc.)
6. Difference between difficulties
   1. Score reward
   2. Enemy Count
   3. Player health
   4. Etc.
7. Music
   1. Ambient
      1. Loop #1
      2. Loop #2
      3. Etc.
   2. Victory Theme
   3. Defeat Theme
8. Controls
   1. Keyboard and Mouse
   2. IOS
9. Cheats
   1. Cheat #1
      1. What it does
      2. How to use it
   2. Cheat #2
   3. Etc.
10. Interface
    1. Camera Controls
    2. HUD
       1. Status
          1. Health
          2. Energy
          3. Equipped Weapon
          4. Lives
          5. Score
          6. Etc.
       2. Targeting Reticule
       3. Map
       4. Etc.
11. Player
    1. Description
    2. Abilities
       1. Ability #1
          1. What it does
          2. How to activate it
          3. Animations
          4. Sounds
       2. Ability #2
       3. Etc.
    3. Animations
    4. Sounds
12. Enemy #1
    1. Description
    2. AI Description
    3. Abilities
       1. Ability #1
          1. What it does
          2. How to activate it
          3. Animations
          4. Sounds
       2. Ability #2
       3. Etc.
    4. Animations
    5. Sounds