**Methodology Draft**

**3.1. – Overview**

**3.2. – Preparation Research**

**3.2.1. – Overview**

**3.2.2. – Inspiration**

**3.2.2.1. – Super Mario Bros**

**3.2.2.2. – Spelunky**

**3.2.3. – Game Engine**

**3.2.4. – Implementation Research**

**3.3. – Design and Planning**

**3.3.1. – Overview**

**3.3.2. – Passes Design**

**3.3.2.2. – Pass One**

**3.3.2.3. – Pass Two**

**3.3.2.4. – Pass Three**

**3.3.2.5. – Pass Four**

**3.3.3. – Level Design**

**3.3.4. – UI Design**

**3.3.5. – Survey Design**

**3.4 - Implementation**

**3.4.1. – Pass One**

**3.4.2. – Pass Two**

**3.4.3. – Pass Three**

**3.4.4. – Pass Four**

**3.4.5 – UI**