# Level 1

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| Asset | Environmental storytelling | Gameplay element |
| Broken chemical veil. | A consequence of the exploded shed. | Creates puddles that are poisonous to the player. |
| Small Logs. | Random rubble in the garden. | Obstacles which can be climbed. |
| Quicksand. | Hazards in the sandbox. | Creates an area which the player should avoid. |
| Wooden Planks. | Leftovers from the exploded shed. | Creates safe spots in the chemical puddle. |
| Potted Plant | Decoration placed by mom & dad. | Creates a jumping platform area where the player can scale the balcony. |
| Coke Bottle | A spilled beverage, likely knocked over during the accident. | Creates a sticky puddle which slows player movement. |
| Lilypads | Growth in the pond. | Provides a way to cross the pond. |
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# Level 2

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| Asset | Environmental storytelling | Gameplay element |
| Hollow treeroots. | Roots from the tree leading deeper underground. | Provides a slip and slide on which the player enters the level. |
| Falling rocks. | Hints that the caves through which the player progresses is unstable. | Creates a falling hazard, damaging the player upon contact. |
| Stalactites/stalagmites. | Natural formations caused by groundwater. | Blocks the player from progressing until destroyed. |
| Rocks/rubble. | Consequence from the unstable cave system. | Rocks which can be destroyed to create new pathways. |
| Pits. | Natural deformation in the caves. | Creates a hole in the ground which the player will have to jump over. |
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# Level 3

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| Asset | Environmental storytelling | Gameplay element |
| Teleporter. | A crazy invention by your father, how is he not a world famous scientist?!! | Teleports you for progress. |
| Jack in a box. | A toy box with a surprise inside. | Throws you off a platform for increased difficulty. |
| Bed | Where your little brother sleeps. | Creates a bouncy surface. |
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