Ideas for late game / later developments:

* Have each level be a different design (Lvl1 is a hallway school design, we could also have various designs such as classroom interiors, gym, locker room, computer labs, cafeteria, outdoor parks
* Have different enemies that have different AI (students, jocks, nerds, arts students (juggling on unicycle), principals, teachers, janitors (fly around on broomstick), inanimate objects (personified books that fly, essay papers)
* Music / theme song / sound design
* Pre-established lore:
  + Matty the Meaty is deathly allergic to water
  + Matty the Meaty is a foil character to Peety the Beefy (opposite bodybuild, highlights elements of Peety even though they are practically the same)
* Possible storylines:
  + Peety the beefy is a dramatized version of David going to school everyday, where when he daydreams he believes that he is a superhero fighting off the villains of the school to rescue other students, when in reality he is delusional
  + Peety the beefy is seemingly being bullied by everyone at school, but as you progress through the story you realize that Peety is the one doing the bullying, and it ends with him being detained by authorities