* Swing Certain blocks??
* Run Quick walk?
* Jump Over what? Swing better?
* Assets Ragdoll, or no?
* Sounds Background, collectables, etc.
* Levels Enough for it to be noticeable
* Animations preferably not 😊
* Opponents Basic more of an inconvenience.
* Obstacles Spikes. Collisions

How many levels?

How to determine levels?

Which opponents?

How often should the swing be used?

Will there be alternative to the swing?

Should we have the swing always be used or only certain jumps?

What can kill us? How many things?

Power-ups? Keys? Coins? How will scoring be affected? Quickest time gets more points?

Cheat Codes?

Storyline? Or just play to win?

Vibe? Dark/Light, Cartoon?

Tile sheets\*\*\*\*

Particle effects!!1 - Particle System - Looks cool - Drag and drop - position to 0 - Scale to 1 – Mess with rotation (x=0 y=-90) depends on direction – looks less cool now – Trail – position to 0 –Microsoft paint – Colour and thickness is variable – set to 1 – Looks kind of like a wisp – particle inside trail?!? – particles infinite? But also, not.