* Player wants to get to a goal
  + Why? : To save the (Princess?) (His village?)

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Part 1: Player → Goal

* Wouldn’t it be easy if the player could just get to the goal?
  + Of course! There are obstacles too!

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Part 2: Player →Obstacles→ Goal

* Obstacles?! Okay, but what kind?
  + The obstacles vary depending on the difficulty as well as the experience / how experienced the player is.
    - “Difficulty”?
      * Can be selected upon starting the game.
      * Changes the types of obstacles as well as how hard they are to overcome.
    - “How experienced the player is”?
      * The game starts out as the easiest difficulty. As the player progresses through the obstacles, they ‘gain’ experience points.
      * After accruing a certain amount of points, they can access the next highest difficulty.
      * The next highest difficulty can only be unlocked through the previous difficulty.