**General features:**

* 2D platforming (run, jump, double jump, grab ledges)
* Shooting (in the direction of the mouse)
* Central hub used to access different worlds
* Multiple levels within each world
* Secret worlds
* Easter eggs
* Different weapons
* Health (like COD)
* Point systems
* Involved story with multiple characters
* Boss fights
* Tiered world progression
* Keep playing after the final boss

**Gameplay**

* Running
* Jumping
* Shooting
* Enemies
* Bosses
* Point system

**Story**

* Multiple characters
* Dialogue
* Stories for levels
* Progressive

**World/Environment**

* Hub
* Worlds
* Individual levels within the worlds
* Secret areas