Presets:

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| Preset Name | Hunger Depletion Amount | Aim Line Turn Speed | Aim Line Turn Speed Increase | Min / Max Pillar Gap Size | Food Satisfaction Amount | Pillar Horizontal Spacing | Aiming line Length and Thickness | Target Reticle | Safe-zone Slow Down Rate |
| Standard | 2 | 45 | 0 | [3,3] | 5 | 4 | 2.5, 0.1 | Off | 0.1 |
| Evil | 5 | 60 | TBD | [1,2] | 2 | 7 | 1.5, 0.1 | Off | 0 |
| Ez Peazy | 1 | 40 | 0 | [5,5] | 10 | 4.5 | 3.5, 0.15 | On | 0.4 |

1. Evil
   1. Hunger depletion rate: 5 seconds
   2. Aiming turn speed:
   3. Aiming turn speed increase:
   4. Min/max gap size: [1,2]
   5. Low hunger increase amount: 2
   6. High pillar spacing:
   7. Aiming line size: Pre-Playtest
   8. Target reticle: Off
   9. Safe zone slow down rate: 0
2. Standard
   1. Hunger depletion rate: 2 seconds
   2. Aiming turn speed: 45
   3. Aiming turn speed increase: none
   4. Min/max gap size: [3,3]
   5. Hunger increase amount: 5
   6. Pillar spacing: 4
   7. Aiming line size: Standard
   8. Target reticle: Off
   9. Safe zone slow down rate: 0.1
3. Ez peazy
   1. Hunger depletion rate: 2 seconds
   2. Aiming turn speed: 40
   3. Aiming turn speed increase: none
   4. Min/max gap size: [5,5]
   5. Hunger increase amount: 10
   6. Pillar spacing: 4
   7. Aiming line size: ~3-4
   8. Target reticle: On
   9. Safe zone slow down rate: 0.4