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 | 1 | [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 |

We liked the Standard preset because it was similar in balance to our first version of the game. We liked the Evil preset for the drastic challenge it gave. And we liked the Ez Peazy preset because it felt more fair and simple to play.