1. Crouching obstacles
   1. Add obstacles in the game which makes it a priority for the player to use the crouch function
   2. Ex. Moving platform that can only be dodged by crouching
   3. Unstable platforms they collapse if not moving slowly acrossed
   4. Small entrapments that can only be maneuver if the player is crouching
2. AI
   1. Shark – The can be a chasing scene where the shark is in pursuit of the player, and the player has to stay away from the shark for as long as possible (Mini Boss)