Playtesting Checklist:

**1. Basic Gameplay:**

* Ensure character movement (left, right, jump) is smooth and responsive.
* Confirm that all controls are intuitive and easy to understand.
* Test character interactions with platforms, obstacles, and collectibles.

**2. Level Design:**

* Validate the progression of difficulty across levels.
* Check for any unintended shortcuts or areas where players can get stuck.
* Confirm that level themes align with the overall narrative.

**3. Enemies and AI:**

* Test enemy behaviors and patterns for consistency.
* Check if enemies pose an appropriate level of challenge for each level.
* Ensure enemies respond appropriately to the player's actions.

**4. Collectibles and Power-Ups:**

* Confirm that collectibles are appropriately placed and visible.
* Test the acquisition of power-ups and their impact on gameplay.
* Verify that power-ups do not create game-breaking situations.

**5. Visuals and Artwork:**

* Check for visual clarity, ensuring players can easily distinguish elements.
* Verify that the art style is consistent across all assets.
* Confirm that backgrounds complement the overall visual theme.

**6. Audio:**

* Ensure all sound effects and background music enhance the gaming experience.
* Check volume levels for a balanced audio experience.
* Verify that sound cues align with in-game actions.

**7. User Interface:**

* Test the functionality of the start screen and end screens.
* Confirm that on-screen information (score, lives, etc.) is clear.
* Check for any UI elements that may obstruct the player's view.

**8. Settings and Options:**

* Test the functionality of the settings menu.
* Confirm that players can adjust volume, controls, and display settings.
* Verify that changes made in the settings menu take effect immediately.

**9. Bugs and Glitches:**

* Identify and address any game-breaking bugs.
* Test for collision issues, clipping, or unexpected physics interactions.
* Ensure a smooth transition between levels.

**10. Overall Experience:**

* Collect feedback from playtesters on their overall gaming experience.
* Identify any areas for improvement in terms of engagement and enjoyment.
* Consider player suggestions for enhancing the game.

**11. Documentation:**

* Update documentation based on any changes made during playtesting.
* Ensure that all implemented features align with the original design.