To develop the game scene for your BeeFit app, we'll start by defining the game's goal, mechanics, and how it aligns with the exercise intensity theme based on your specifications. Here are some ideas to consider:

**Game Goal**

* The main objective of the game could be to help a character improve their fitness level.
* Players could navigate through a series of exercise-related challenges that metaphorically represent real-life exercises.

**Game Mechanics**

* **Character Movement**: Players could control a character that moves through a path, avoiding obstacles that represent unhealthy habits.
* **Exercise Challenges**: Include mini-games representing different exercises (e.g., jumping, squatting) that players must complete to progress.
* **Intensity Levels**: Different paths or zones could correspond to different exercise intensities. Players must match their character's energy level to the zone's requirements.

**Game Assets**

* **Characters**: Design a character that players can relate to, perhaps allowing customization options like clothing or accessories.
* **Obstacles**: Create sprites for obstacles that the character must avoid. These can be themed around unhealthy habits or stressors.
* **Rewards**: Design items that the character can collect, representing healthy habits or achievements.

**Gameplay Ideas**

1. **Warm-Up Zone**: Start the game with a tutorial or 'warm-up' zone that guides players on the controls and objectives.
2. **Exercise Tracks**: Have tracks that represent different exercise routines. Players choose a track based on the intensity recommended from their inputted health metrics.
3. **Energy Management**: The character could have an 'energy' bar that decreases with movement but can be replenished by performing well in exercise challenges.
4. **Health Metrics Integration**: Use the health metrics input by the user to personalize the game difficulty and challenges. For example, a higher BMI might require different types of exercises.
5. **Progressive Difficulty**: As the player succeeds in lower intensity levels, unlock higher levels that require more complex movements or faster responses.
6. **Leaderboard**: Implement a scoring system based on how well players match the exercise intensity and how consistently they perform exercises. Display top scores on a leaderboard in a table format with the rank, name, score.
7. **Educational Tips**: After completing each level, provide health tips or interesting facts related to the exercises performed in the game.

**Technical Implementation**

* **Phaser Scenes**: Use Phaser's scene system to manage different parts of the game, such as the main menu, the actual game, and the game-over screen.
* **Animations**: Use Phaser's animation system to create engaging and responsive movements for the character and the obstacles.
* **Physics**: Implement Phaser's physics system to handle collisions between the character and obstacles, as well as other interactions in the game world.

**Story and Theme**

* **Narrative**: Create a simple storyline that motivates players. For example, the character could be on a journey to improve their health, facing various challenges along the way.
* **Visual and Audio**: Design the game with vibrant visuals and motivating music to keep players engaged and entertained.

By integrating these elements, your game can become an interactive and enjoyable way to encourage players to think about exercise intensity and personal health. Remember to start simple with basic mechanics and add more features as you get comfortable with game development. It's also important to playtest often to ensure the game is fun and aligns with your app's health and fitness goals.