Phase 1:
Weird gravity, physics
Powerups (time control)
Rotating map
Work to center of wheel that's rotating with you
3-D platformer
Portals
Particle effects (why not?)
Sound effects
Enemies (guns that shoot at you)
You don't have a gun so you must run to survive
COLORS!
Dynamic world (moving platforms, explosions)
Start/finish points
Rewards (score, badges, achievements)
Easter eggs (many of them, that can be unlocked while playing the demo presentation)
Vertical platformer or horizontal
Box character that has different powerup sides which you must turn to face obstacles
First person platformer
Rainbows/butterflies or death/violence, sci-fi theme
Object was a blob that had weird physics
Leveling up, experience
Multiple rooms/levels (X number of rooms), randomly generated rooms
Collecting something
Boss/final enemy
Different characters, choose between abilities among them

Phase 2:
3-D platformer
Colors
Effects (sound, particles)
Leveling up gets new weapons/abilities
Make some platforms higher than others to require leveling up but the overall level is still possible at the minimum level (difficulty change, multiple paths)
Portals to bonus rooms, easter eggs (not "Portal" portals)
Dynamic rooms (moving platforms)
Doorways between rooms
Rooms with different gravities
Fall damage/enemies shooting at you to cause death
Display for health bar/experience

Menus
Basic theme to start, wire frames of the objects
Have a 2-D view while being in a 3-D world (discovering your own game)

Phase 3:
Entities:
Character, enemies
Camera, lighting
Boxes, platforms, trapdoors, portals, doorways (archways)
Floor, ceiling, walls
Death objects (bullets, fire, spikes)
Collectibles (experience, powerups)
Display (score, health bar, experience, minimap)
Menu, pause menu
Difficulty changes (more damage, less health, weirder physics)
Gravity control
Experience abilities

Components:
Mesh rendering, particle effects, colors, materials
Sounds

Other Ideas:
Moving under the lights brighten up the platforms/minimap to see more

Phase 4:
Rooms (boxes, platforms (elevators/lateral movers)) (Chris B.)
Character/camera (look, move, jump)
Gravity
Entrance/exit (doorway with trigger)
Menu, ending scripts