

Obstacles/Mechanics:

Tutorial:

- Explicitly tell the player to follow **Moo Juice**.
- **Moo Juice** will always remind the player to follow his exact instructions.

Killers:

- Miniature **Moo Juice** clone runs towards you and kills you.
- **Moo Juice** pulls an essential part of the platform away from you as you're jumping on it.
- "Trap Button" – Activates a trap like **Moo Juice** traps. For reference see *pull the lever kronk*.

Other:

- Throw objects around the map to activate buttons you can't reach.
- Stand on a button to elevate a platform/door. Slowly lowers back down upon releasing.
- "Fake Button" – Does nothing, just makes fancy click sound and does an animation.
- If **Moo Juice** is waiting too long for you to do a task, he throws one of two items:
 - Milk Carton: visible milk splatter on screen impairing vision for a few seconds.
 - Mug: impairs movement, slows the player down for a few seconds.

Moo juice will also have dialogue expressing his anger?

Coin-Like System:

- Collect coins throughout gameplay, **second to last level**: **Moo Juice** steals all of them.

Sub-Dialogue:

- As the story progresses, the player shares their thoughts (in 3d-text bubble form) on their opinion of **Moo Juice**.