1. Player
   1. Movement
   2. Jumping
   3. Fire Attack
   4. Grow / Shrink
   5. Health
   6. Die
   7. Respawn
   8. Advance to next Room
   9. Wall-jump / Wall-slide
   10. Gravity
2. GameManager
   1. Temp Data
      1. Current playing stats
   2. Persistent Data
      1. Running total stats
3. Combustible
4. Animation / VFX
   1. Research most effective 2D Anim methods
      1. Assuming we’ll use MecAnim like for Burnt Toast
5. Collectibles
   * 1. Health, fire, points, etc.
6. Enemy
   1. “Green Koopa”
   2. “Red Koopa”
   3. Stationary “Gordo”
   4. Scrolling “Gordo”
   5. Boss Character?
7. Obstacles / Puzzles
   1. Switches / Torches
   2. Doors mapped to Switches
   3. Falling drops of water
   4. Pools of water
   5. Snow / Ice / Wind
   6. Dirt / Sand
8. Level Design
9. Theme
10. Story
11. Endings