Actions:

* Walking
* Running
* Climbing
* Jumping
* Attacking
  + Melee
  + Missile
* Pushing
* Stacking
* Flying
* Swimming

Objects:

* Platforms
  + Standard (Floor)
  + Respawn Point
  + Conveyor Belt
  + Bouncy
  + Moving (Point to Point)
* Ladders
* Ramps
* Teleport
* Barriers (Not movable)
  + Crates
  + Fences
  + Walls
  + Force Field
* Walls
* Destructible Walls
* Consoles
  + Key
  + Card
  + Password
  + Code
* Movable
  + Crates
  + Walls
* Stackable
  + Crates
* Throwable
* Gates/Doors

Traps:

* Pits
  + Water
  + Lava
  + Spikes
* Stomper(s) (Two colliders)
  + Blocks
  + Spikes
* Puncher(s) (One collider)
* Projectile
  + Machine Gun
  + Cannon
  + Laser
  + Missile
* Explosives (Mine Field)
* Electrified
* Poison Cloud
* Moving Spikes from Floor or Ceiling
* Balanced (See-Saw)
* Breakable (Thin Ice)

Enemies:

* Slow – Weak
* Slow – Strong
* Medium – Weak
* Medium – Strong
* Fast – Weak
* Fast - Strong

Power-Ups:

* Health
* Lives
* Ammunition
* Weapon
* Armor
* Points

Penalties:

* Lives Reduced (Death)
* Health Reduced
* Skills Reduced
* Items Removed