Story:

* Goal
* Rewards
* Bonuses
* Penalties

Player/Character

* Strong
* Fast
* Smart

Mechanics:

* Exploration
* Action
* Puzzle
* Fog of War?

Actions:

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

Objects:

* Platforms
  + Standard
  + Respawn Point
  + Ceiling Hang
  + Slippery
  + Glue
  + Conveyor Belt
  + Disappearing/Reappearing
  + Elevator
  + Balanced (See-Saw)
  + Bouncy
  + Moving (Side to side)
  + Breakable (Thin Ice)
* Ladders
* Swings
* Teleport
* Barriers
  + Mountains
  + Canyons
  + Boulders
  + Fences
  + Walls
  + Shootable Walls
* Wall Panels
* Consoles
* Locks
* Keys
* Terrain
* Healing
* Cannons
* Movable
* Stackable
* Throwable
* Detector
* Gates

Traps:

* Pits
  + Water
  + Lava
  + Spikes
* Stompers
* Projectile
* Moving Obstacles
* Explosives (Mine Field)
* Electrified
* Poison Cloud
* Moving Spikes from Floor or Ceiling

Puzzles:

* Trial and Error
* Fake Walls
* Invisible Portals
* Easter Eggs
* Secret Areas
* Alternate Paths
* Pattern Recognition
* Pushing Blocks
* Switches
* Keys
* Object Needed
* Combine Objects
* Put Items in Order
* Moral Dilemma
* Match by Color/Shape

Enemies:

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

Rewards:

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

Penalties:

* Death
* Health Reduced
* Skills Reduced
* Items Removed