1. Introduction
   1. Player character progresses through an intro level that teaches the abilities the player has access to from the beginning of the game
   2. This level dumps directly into the safe area
2. Safe Area
   1. Player meets Turing who explains a brief introduction of himself
   2. Only one gate is open from here that the player will enter
   3. The shop owner simply tries selling to you at this point
3. Enemy Level
   1. This level will have all of the enemy types available in the game besides the AI racer or invulnerable enemies
   2. The goal of this level can either be defeating all enemies in the level (clearing out the Singularity Bugs from the Net) or simply reaching the final zone (resetting the area to the previous working version)
      1. I think the first option is more interesting, but if our engine requires a final zone to finish we may be able to find a way around it like a barrier preventing the player from progressing while there are still enemies on the field
   3. This level stores Darwin requiring all of the power-ups to access
      1. The Zip-Drive could isolate his area away from the rest of the level
      2. He is trapped in a box where one of the walls is breakable. I think it would be interesting to wall jump up to his position to break through the wall
      3. Once he is freed, some dialog will be exchanged before he warps the both of you back to the safe area, so we don’t have to back track from the Zip location
4. Chase Down Level
   1. This level has the shooting enemies that will follow the player trying to shoot them as they travers the level
   2. Cloud can be found here behind a breakable wall which will not be available until later
5. Proc Gen Level
   1. This level will progressively get more difficult reserving the hardest difficulty for the last 25m – 50m of the total 200m of the level
   2. The end zone will be Zip-Drive’s shop where he was trapped by the singularity
   3. This level has multiple zip areas that can hold the break wall power-up and a dedicated coin area
      1. The coin area should be put in later, so it is harder to grind for coins using this method
6. Race Level
   1. This level will introduce the AI Agent (at around medium-hard difficulty unless otherwise specified)
   2. The only way to win is to beat the AI agent is in a race
   3. We can potentially add in breakable walls as skips if the player goes back to the Proc Gen Level after obtaining the Zip-Drive
7. Before the Final Battle
   1. If all the NPC’s are rescued, Asimov (shop keeper) will have a power-up waiting, the freeze enemy power up
   2. The player can speak to all of the NPCs they have saved up until that point
   3. This is also the time where all of the story can be pieced together by having Turing decode the logs Darwin recovered before fleeing the Singularity facility
   4. If all of the previous levels have been completed, a final portal will appear leading to the final level
8. Final Level
   1. The only power-up that can be required is the Zip-Drive as the other power-ups are optional
   2. This will be a multiphase, “level-rush” including elements from the previous levels
   3. The final test will be the AI Agent (hard) racing the player to the final area where the center of the Singularity network exists
   4. Depending on how evil we want to be, we can have check points after each mini-level or make the player restart every time
9. The Singularity Falls
   1. We should have the screen glitch or wink out
   2. The credits roll and dumps the player back onto the main screen
   3. Depending on how we implement the Users, we can add a star or metal to the home screen signifying that the game has been beaten by this user