Planning Phase:

1. Drag & Drop
   1. Inventory System
      1. Drop onto World
   2. Small Icons drag out = big
   3. Hover over, cancel after drop.
2. Edit
   1. Restart Movement
   2. Undo Move
   3. Delete Move
3. Record
   1. Press Button to Record
   2. Press Button to Stop
   3. Limit Inputs
   4. Show Inputs recorded
   5. Execute Button
4. Level Design
   1. Random Obstacle Maker
   2. Terrain Generator
      1. Create map through tiles
      2. Hazards Spawns
         1. Spikes
         2. Lava
         3. Water
         4. Elevator
         5. Jump Spawns
         6. Inverter
   3. Physics Generator
5. Character Controller
   1. Horizontal Movement
   2. Jumping
   3. Collider objects 🡪 apply linear force i.e. Moving a boat

Execution Phase:

1. Run Recorded Inputs
2. Set Checkpoints
3. Failure Condition
   1. If fail but meet checkpoint, resume at checkpoint. (less input avail)

\*bonus half way = invert controls 🡪 Malfunction.

Art = Terrains, Open Field.

1. Platform
2. Ground
3. Sun
4. Cloud
5. Birds
6. Water
7. Lava
8. Boat

**\*Tamper with Environment, give it Controls Complete Obstacle Challenge, Give Audience A SHOW**