**Concept Art:**

* Castle Approach
  1. Platformer Dextra **[In shop]**
  2. Standard enemy
  3. Castle Approach
  4. Dextra w/ nose **[In shop]**
  5. The pitch level – Should be the hardest to reach in the level, second hardest to reach in the game (if photo of the dev team is in)
* Castle Interior
  1. Fighter Dextra **[In shop]**
  2. Fighter Attack Effects
  3. Castle Interior
  4. Lava and water tiles
  5. Main Menu **[In shop]**
* Sundered Castle
  1. RPG Dextra **[In shop]**
  2. RPG Combat Effects
  3. Sundered Castle – Should be visible from the main path (introduces player to these pickups)
  4. NPC hats
  5. Dialogue Portraits **[In shop]**
* Caves
  1. Rhythm Dextra **[In shop]**
  2. Dating map
  3. Caves
  4. Enemy recolors **[In shop]**
  5. Crystals
* Dev Wasteland
  1. Racing Dextra **[In shop]**
  2. The Dread Knight/Sebastian **[In shop]**
  3. Dev Wasteland
  4. Tar and Broken Tar tiles
  5. The dev sprites – This should be very hard to reach
  6. The dev hydra – This should be even harder to reach
  7. Photo of the dev team (if we can manage this) – This should be the *hardest* to reach in the entire game

**Music:**

* Castle Approach
  1. Castle Approach – should be easiest to get in the game
  2. Main Menu **[In shop]**
* Castle Interior
  1. Castle Interior
* Sundered Castle
  1. Sundered Castle
  2. RPG Combat **[In shop]**
* Caves
  1. Caves
  2. Dating Sim
* Dev Wasteland
  1. Dev Wasteland
  2. Dread Knight Theme **[In shop]**
  3. Final Boss Theme – should be hardest to get in the game

**Spells:**

* Default
  1. Fire
* Castle Approach
  1. Nuke – easiest to reach
* Sundered Castle
  1. Ice – second easiest to reach
  2. Heal – second hardest to reach **[In shop]**
* Caves
  1. Lightning - medium
* Dev Wasteland
  1. Drain – hardest to reach

**Skills:**

* Default
  1. Heavy Attack
  2. Guard
* Castle Approach
  1. Focus – second hardest to reach
* Castle Interior
  1. Triple Strike – easiest to reach
* Sundered Castle
  1. Aim – second easiest to reach
* Dev Wasteland
  1. Counter – hardest to reach

**Stat Ups:**

Totals:

* HP: +200 (caps at 300)
* MP: +15 (caps at 25)
* Strength: +40 (caps at 50)
* Magic: +40 (caps at 50)

By level:

* Castle Approach
  1. HP +10 **[In shop]**
  2. HP +10
  3. HP +10
  4. MP +2
  5. MP +1 – Hardest to reach in the game
  6. Strength +4 **[In shop]**
  7. Strength +4
  8. Magic +4 **[In shop]**
  9. Magic +4
* Castle Interior
  1. HP +15 **[In shop]**
  2. HP +15
  3. HP +20
  4. Strength +4 **[In shop]**
  5. Strength +8 – Hardest to reach in the level
  6. Magic +2
* Sundered Castle
  1. HP +10 **[In shop]**
  2. HP +10
  3. MP +2 **[In shop]**
  4. MP +4 – Hardest to reach in the level
  5. Strength +4
  6. Magic +4 **[In shop]**
  7. Magic +4
* Caves
  1. HP +10 **[In shop]**
  2. HP +15
  3. HP +15
  4. MP +2
  5. Strength +2 **[In shop]**
  6. Strength +4
  7. Magic +4 **[In shop]**
  8. Magic +8 – Hardest to reach in the level
* Dev Wasteland
  1. HP +10 **[In shop]**
  2. HP +10
  3. HP +15
  4. HP +25 – In hard to reach “cheat room” with all others marked this way
  5. MP +2 **[In shop]**
  6. MP +2 – In hard to reach “cheat room” with all others marked this way
  7. Strength +5 **[In shop]**
  8. Strength +5 – In hard to reach “cheat room” with all others marked this way
  9. Magic +5 **[In shop]**
  10. Magic +5 – In hard to reach “cheat room” with all others marked this way

**N.B.** The Dev Wasteland Cheat Room should be the second hardest NPC area to reach, after the MP +1 in Castle Approach