**Concept Art:**

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

**Music:**

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

**Spells:**

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

**Skills:**

* Default
* Heavy Attack
* Guard
* Castle Approach
* Focus – second hardest to reach
* Castle Interior
* Triple Strike – easiest to reach
* Sundered Castle
* Aim – second easiest to reach
* Dev Wasteland
* 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
* HP +10 **[In shop]**
* HP +10 ~
* HP +10
* MP +2
* MP +1 – Hardest to reach in the game
* Strength +4 **[In shop]**
* Strength +4 ~
* Magic +4 **[In shop]**
* Magic +4 ~
* Castle Interior
* HP +15 **[In shop]**
* HP +15
* HP +20
* Strength +4 **[In shop]**
* Strength +8 – Hardest to reach in the level
* Magic +2
* Sundered Castle
* HP +10 **[In shop]**
* HP +10
* MP +2 **[In shop]**
* MP +4 – Hardest to reach in the level
* Strength +4
* Magic +4 **[In shop]**
* Magic +4
* Caves
* HP +10 **[In shop]**
* HP +15
* HP +15
* MP +2
* Strength +2 **[In shop]**
* Strength +4
* Magic +4 **[In shop]**
* Magic +8 – Hardest to reach in the level
* Dev Wasteland
* HP +10 **[In shop]**
* HP +10
* HP +15
* HP +25 – In hard to reach “cheat room” with all others marked this way
* MP +2 **[In shop]**
* MP +2 – In hard to reach “cheat room” with all others marked this way
* Strength +5 **[In shop]**
* Strength +5 – In hard to reach “cheat room” with all others marked this way
* Magic +5 **[In shop]**
* 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