**Features & Assets that We Definitely Want in the Game**

* Title Screen
  + Title of game
  + Makers
  + Version Number
  + Menu
    - Start game
    - Info
* Game Over Screen
  + Game Over
  + Thanks for playing
  + Mini-Credits
  + Option to return to title screen
* Victory Screen
  + Congratulations
  + Thanks for playing
  + Mini-Credits
  + Option to return to title screen
* Gameplay Screen
  + Draw the world, with player and NPCs
  + UI
    - Evil/Good bar for player and boss when applicable
    - Dialog box when applicable
    - Menu select box when applicable
  + Square-based world stored in 2d array
    - Different block types
      * Each block has an image
      * Each block has isSolid
      * Each block has isInteractable
      * Has string options for menus
    - Player
      * Control
    - Allies
      * Talk to
    - Enemies
      * Combat
* Info Screen
  + Made when/where/why
  + Include theme