* ~~Combat~~
  + ~~Don’t turn around when hit (?)~~
  + ~~Collisions pixel perfect (hitboxes?) against sword~~
  + ~~Keep swing direction if moving during swing~~
* ~~Dungeon 5~~
  + ~~Block off with burnable tree~~
  + ~~First level—extraneous trails~~
  + ~~Close off boss door~~
  + ~~Make the boss harder~~
  + ~~Make axes deal damage~~
  + ~~Boss lock doesn’t animate correctly when destroyed (possibly due to the fact I hard-coded in the key)~~
  + ~~Find a way to let the player exit the dungeon.~~
* ~~Change lock color when they start disappearing (possibly invert colors) so you can tell they’ve activated more readily.~~
* ~~Reposition the punchers in the false-rock forest level so that they can’t pin you against the wall when you exit the underground portion.~~
* ~~Fix the forest boss player-repositioning issue, as well as the difficulty (maybe 4 hits for first guy, 3 for second, and 2 for last)~~
* ~~Dungeon 4~~
  + ~~Boss~~ 
    - ~~Make it so you can’t hurt him before the fight and during his setup~~
    - ~~Needs to have a “tag”~~
  + ~~Inter-room locks not working??~~
  + ~~Fire-block pushing level should be recoverable if you place the blocks on the switches incorrectly.~~
  + ~~Should spawn in the middle of the boss room when you die to him.~~
  + ~~Boss shouldn’t move when paused~~
  + ~~Boss shouldn’t auto-spawn when you haven’t collected all of the totem pieces.~~
  + ~~Drop into boss room freeze error~~
* ~~Make characters talk a bit faster or add skipping/speeding-up text option.~~
* ~~Have player strike a pose on picking up a new item.~~
* ~~Dungeon 6~~
  + ~~Lock/Key~~
  + ~~Light Boss – Find a way to let the player exit the dungeon (level 10.oel is saved for this)~~
* ~~Dungeon 8~~
  + ~~Final boss~~
    - ~~Uses pods that he hops between that cause the ceiling to fall on you, which you have to dodge. You hit him when he gets out to go from pod to pod.~~
* ~~Building room in the first overworld map~~
* ~~No puncher on the ice entrance level.~~
* ~~One less spinner on the pre-boss fight of the second dungeon.~~
* ~~Ghost Sword~~
* ~~Items in the overworld~~
* ~~Link up the 6~~~~th~~ ~~and 7~~~~th~~ ~~dungeons to the main overworld, and also link the boss entrances to the boss levels.~~
* ~~Link the 7~~~~th~~ ~~dungeon boss level to the overworld.~~
* ~~Fix the ice dungeon’s ice entrance to be a bit easier.~~
* ~~Fix first dungeon arrow trap problem~~
* ~~Make punchers not stack on top of one another (also not able to be on top of you?)~~
* ~~Less dialog in opening cutscene, or start off playing~~
  + ~~Direct the player to the first dungeon (camera shift)~~
  + ~~Player sees the wind animation and the text about the wind, then beats the first dungeon, then talks to the Oracle.~~
* ~~Make spinners active offscreen~~
* ~~Torch item~~
  + ~~Add a pickup~~
* ~~Enemies don’t drop coins~~
* ~~Dash forward and swing at a smaller range when moving and swinging~~
* ~~See if the waterfallcave.oel can be entered and exited correctly.~~
* ~~Remove save stuff with “R,E,T”~~
* ~~Tree glowing, seed glowing~~
* ~~Make sure hitsMax saves correctly~~
* ~~Add in the Watcher~~
* ~~Inventory shows side-items~~
* ~~Seed pickup~~
* ~~Give a reason to get chests~~
  + ~~Get an emblem which lets you proceed to a second room with a second seed.~~
  + ~~Make the newest one shine~~
  + ~~Add saving/loading to the seal~~
  + ~~Fading in/out of the seal~~
  + ~~Minimum time on-screen for the seal~~
  + ~~Check the number of chests in-game~~
  + ~~Make sure that once you’ve obtained all of the pieces, chests don’t show up.~~
* ~~Storyline Implementation~~
  + ~~The Oracle created you to go and find him another seed for his tree~~
  + ~~Giant fake frozen boss statue~~
* ~~Put the torch somewhere (3~~~~rd~~ ~~boss area?)~~
* ~~Main Menu~~
* ~~Clean up the chests in the main overworld~~
* ~~Wand combo with fire~~
* ~~Inventory explains when opened for the first time; everything isn’t available until necessary~~
  + ~~Make sure it does it at correct times~~
  + ~~Have menu come in from right with the explanations~~
* ~~Option Screen (?)~~
  + ~~Lighting scale~~
* ~~Multi-line item text all messed up~~
* ~~Day/Night on the dungeon 3 exit~~
* ~~Can talk to NPC’s with no text (Watcher)~~
* ~~Remove lighting options~~
* ~~Remove Final Boss kill-itself-control~~
* ~~Make sure the watcher can’t be killed by going outside of the room.~~
* ~~Remove chests from the “choice room”~~
* ~~Scale down the lighting across the whole game~~
* ~~Put the Watcher around the game~~
* ~~Introduce some of the topics the Watcher mentions earlier~~
  + ~~The Shieldspire, the Times, the Totem of Lacste, the Tentacled Beast, the Lights, and the King of Fire.~~
* ~~Music/Sound effects~~
* ~~Watcher’s actual text~~
  + ~~Seed’s text~~
* ~~Make sure help text works correctly (and is implemented when it should be—inventory isn’t done)~~
* ~~Make the main menu go to the gameplay as it should~~
* ~~Make it so the save isn’t deleted on startup~~
* ~~Make statues for the Creatures of the Relic~~
* ~~Add muting~~
* ~~Remove <M> for sound effect in Game.as~~
* ~~Preloader~~
* ~~Splash Screen~~
* ~~Credits?~~
* ~~Remove big image~~
* ~~Make the background black~~
* Remove “extraInputs” in Player.as