Alpha Laundry List (Critical Features)

Hub map

* Door opening to final boss
* Some rough story elements. Probably mostly handled in the tutorial.
* Power on cinematic if applicable.
* Tile over base map with new tileset

Audio

* Hub background, Boss music

Dungeons

* Random lore books or other moments
* Enemies drop something, ideally showing tooltips if able to pick up the item.
* Tile over rooms with new tileset.
* Implement enemy art
* Implement as many enemy AI’s as we can or something else that at least lets us make use of our art.