Done:

* Gaining/Losing Items
* Moving Items/Changing Inventory
* Crafting
* Bullet Damage Script
* Player
* Enemy Spawning
* Terrain Generator

Week 5:

* Tools Sprites
* Certain Blocks Break Faster Depending on The Tools Used
* Shop Functionality
* Despawning
* Gun Part/Upgrades Sprites

Week 6:

* Surface World Base
* Item Sprites
* Item Functionality
* Terrain Tiles
* Shop Sprites
* Gun Part/Upgrades Functionality

Week 7:

* Saving/Loading Inventory
* Saving/Loading Player
* Saving Loading Enemies?
* Saving/Loading Terrain
* Saving/Loading Settings
* Block Sprites (Chests, etc…)
* Boss Sprites

Week 8:

* Logos
* Place-able Blocks
* Item Drops
* Item/Chest/Loot Spawning

Week 9:

* Presentation Preparation

Week 10:

* Polish

Week 11:

* Polish

Week 12:

* Polish

Week 13:

* Polish

Week 14:

* Polish