

- Programming
  - Tier 1 (Basic Player Functionality)
    - Basic Player movement (side to side, jump)
    - Player attack (kill box the spawns in front of player)
    - Player hurt (do something with player life)
    - Player life (visible on screen, can be changed by other scripts)
  - Tier 2 (Enemy Functionality)
    - Timer (Day / Night Cycle)
    - Enemy Spawn (Certain distance from player, certain rate, max number of enemies per time, certain time of day)
    - Enemy movement (basic side to side, then towards the player)
    - Enemy health (can be changed by other scripts)
  - Tier 3 (Player & Enemy Interaction)
    - Player Hurt v2 (lose health on hit, game over on no health)
    - Item drop on enemy death (souls?)
  - Tier 4 (Inventory)
    - Player attack v2 (reduce damage so not everything is one hit based)
    - (Option 1: Crafting)
      - Items drop after destroying an object (trees, bushes, etc)
      - Player auto-collect items
      - Crafting System (Players use items to build other items)
    - (Option 2: Find Whole Items)
      - Open chest
      - Retrieve items
    - Actually inventory system (1 bar with 9 items on bottom of screen)
    - Switching between items in the inventory
  - Tier 5 (Boss / Dungeon Delving)
    - Camera zoom on entering cave/night (Zoom out on light)
    - Increase enemy spawn rate in cave.
    - Boss
    - End Game (after boss is killed)