

- Programming
 - [X] Tier 1 (Basic Player Functionality)
 - [X] Basic Player movement (side to side, jump)
 - [X] Player attack (kill box the spawns in front of player)
 - [X] Player hurt (do something with player life)
 - [X] Player life (visible on screen, can be changed by other scripts)
 - [X] Tier 2 (Enemy Functionality)
 - [X] Timer (Day / Night Cycle)
 - [X] Enemy Spawn (Certain distance from player, certain rate, max number of enemies per time, certain time of day)
 - [X] Enemy movement (basic side to side, then towards the player)
 - [X] Enemy health (can be changed by other scripts)
 - [X] Tier 3 (Player & Enemy Interaction)
 - [X] Player Hurt v2 (lose health on hit, game over on no health)
 - [X] Item drop on enemy death (souls?)
 - Tier 4 (Dungeon Delving)
 - Pop up lock icon on locked door / Flash button press when unlocked
 - Various types of enemies
 - Hopping
 - Slight invisible (fade in/out)
 - Dash
 - Count down timer for time in dungeon
 - Tier 5 (Crystal and Leveling)
 - Level up mechanic
 - LV 2. Ranged Attack
 - LV 3. Dash Attack
 - LV 4. Temp Shield
 - Doors unlock on high levels
 - Tier 6 (Boss)
 - Camera zoom out on leaving house.
 - Boss
 - Dash Attack
 - Stomp Attack
 - Jump (Off screen) Attack
 - End Game (after boss is killed)
- Art
 - [X] Tier 1 (Image / Concepts)
 - [X] Main Character
 - [X] Dirt / Cave Floor
 - Home Gem
 - Soul Bag
 - Basic Enemy
 - Background image
 - Still image of island

- House/Crypt
 - Sword
- Tier 2 (Animations)
 - Player
 - Idle
 - Walking
 - Hitting
 - Hurt
 - Death
 - Home Gem
 - Turning
 - Soul Bag (Optional)
 - Swishing/Glowing
 - Basic Enemy
 - Movement
 - Death
- Tier 4 (Boss / End Game)
 - Boss
 - Idle Animation
 - Attack Animation
 - Death Animation
 - End Game Image (Thanks for playing)
- Music
 - Tier 1 (Background Music)
 - Home
 - Cave
 - Boss
 - Tier 2 (Sound FX)
 - Home
 - Bird Chirping
 - Water Running
 - Cave
 - Water Dripping
 - “Fog” / Hum
 - Enemy
 - Groan / Growl
 - Death
 - Player
 - Footsteps
 - Basic Attack
 - Ranged Attack
 - Dash Attack
 - Temp Shield

- Tier 3 (Boss Fight)
 - Boss Attacks
 - Dash
 - Stomp
 - Jump
 - Death