

- Art
  - Tier 1 (Image / Concepts)
    - Main Character
    - Home Gem
    - Soul Bag
    - Basic Enemy
    - Background image
    - Still image of island
  - Tier 2 (Animations)
    - Player
      - Idle
      - Walking
      - Hitting
      - Hurt
      - Death
    - Home Gem
      - Turning
    - Soul Bag (Optional)
      - Swishing/Glowing
    - Basic Enemy
      - Movement
      - Death
  - Tier 3 (Items)
    - Swords
    - Staffs
    - Torches
  - Tier 4 (Boss / End Game)
    - Boss
    - Idle Animation
    - Attack Animation
    - Death Animation
    - End Game Image (Thanks for playing)