- 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)