

- 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)