* 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