The beginning:

* Make libGDX work with Eclipse
* Display window with graphics
* Setup Github

Terrain:

* Draw terrain with art
* Have multiple types of terrain drawn
* Randomly connect terrain tiles to make level
* Fixed ending and starting point

Character:

* Draw character with art
* Character falls and collides with terrain
* Move left, right and jump
* Can attack monsters
* Interacts with environmentals

Monsters:

* One monster drawn with art
* Damage on contact
* Collide with player and terrain
* Simple AI movement
* Drops item when destroyed

Environmentals:

* One environmental drawn on terrain
* Drops item when destroyed