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