**Johnathan**

* Loader Scene
  + GUI
    - Main “Start” menu
    - Player Select menu
  + Level
    - Island
    - Water
    - Skybox
* Player
  + HUD
    - Health
    - Weapon Slots(4)
    - Rupees
    - Keys
    - Fix heart scaling issues when window is resized
  + Animation Controller
  + Weapon system
  + Inventory GUI
    - Map
    - Magic Selection
    - Item Selection
  + Conversation System
    - Text
    - Hides Player HUD and assumes space
* Fairy
  + Smaller
  + Particle Trail
  + Smooth follow
  + Random movement
  + ANNOYING. HEY, LISTEN
* Chests
  + Effects

**Mark**

* Character
  + Animations
    - Idle
    - Walk
    - Run
    - Attack
      * 1,2,3 combo
      * Spin move
    - Dodge
    - Roll
    - Shield out
    - Fall/Hurt
    - Die
* Interactive NPC
  + Animations
    - Idle
    - Walk
* Enemy
  + Animations
    - Idle
    - Walk
    - Run
    - Surprise
    - Hit
    - Death
    - Attack
* Non-Interactive NPC
  + Bird
    - Animation
      * Wings Flapping
* The Level
  + Island
    - Link’s Hut
      * Cot
      * Table
      * Chair
    - Town
      * Elf Strippers
      * Huts/Houses
      * Dock
      * Boat/Teleporter/D3-esque Transportation

**Crimson**

* Textures
  + Player HUD
  + Main Menu
    - Button texture
    - Background texture
    - Game logo
  + New Game menu
  + Load Game menu
  + Options menu
  + Player Select
  + Inventory GUI
* Toon font