Character

* Art
  + Animations
* Controls

Enemies

* Art
  + Animations
* Behaviour

Traps

* Art
  + Animations
* Behaviour

Game Interface

* Art/Layout

Game Menu

* Art/Layout

In-Game Menu

* Art/Layout

Sound

* Style

Health Mechanic

* Art
* Handling

Death Mechanic

* Art
* Handling

Tutorial

* Art
* Level Design
* Script

Game Section 1

* Art
* Level Design
* Script

Background

* Art