key

Blue=done  
red=not that important  
black=the list

Purple=is done but can be improved

Orange=Not sure about

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Game UI  
Keep score

Make castle shake on impact

Castle health bar (100/100)

Nova health bar (100/100)

Knights left (score) (0/100)

Button menu to use points

Have a changing mouse icon to interact with characters

-

(buttons)

Summon cyclops

Summon imp

Summon Unicorn  
-

Day and night mode

Find a font

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Music and Sounds  
background music (something happy)  
background music (something intense)

Music for day and night

Collide with knights  
knight grunts  
dragon slayer growls

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Make models

Nova  
Unicorn  
Dragon hunter (Dragon ax)

Imp  
Cyclopes (maybe a club)  
Castle  
Make trees

Golden Knight  
Coins

2d assets (sky box)  
starry sky  
day sky  
red sky

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Animations-

Nova

Left, right, up, down

Fire

Take damage

Hover (moving wings)

Attack

Imp  
crawl (use the zombie animation)

Idle

Unicorn  
heal  
idle

Wonder

Cyclopes

Deal damage to the dragon slayer

Wonder

idle

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Mechanics

Nova-

Camera view move around (Minecraft)

Move left right up down

Jump

Hover (I can already jump)

Shoot fire at enemies (can just charge into them instead)

Castle

Take damage (health bar)

Slightly shake

Attract knights

Knights

Take damage are killed by Nova

Deal damage to castle (health bar)

Unicorn

Heal castle

Heal Nova

Cyclopes

Attack Dragon Slayer

Attack Knights

Imp

Double the amount of coins earned from knights  
distract enemies

Dragon Slayer

Deal damage to Nova

Wander around castle

Chase Nova

Story

Humans are attacking monsters and Nova decides to hide them in her castle, the knight attack, wanting the castle back.

Levels-  
10 knights heal during day mode

20 knight heal during day mode and find imp

30 knight heal during day time

Notes-

Tutorial-   
Nova needs help moving in-

Use unicorn to repair old castle

Use imp to clean up debris

Use Cyclopes to destroy rock

Layout  
16x16 squares

Tree spawn at .5 on a 3x3 square

Knight spawn at a y axis on a square

Knights spawn 4 to 6 squares in

Spawn-

Trees = t

Knights = y