* Level Creator
  + Create interface
  + Create tile sets
  + Create sizes
* Gameplay
  + Jump arc
  + Attacking
  + Wall Jumping
  + Health
  + Drops
    - Health
  + Abilities/Unlocks
* Playable Character
  + Finalize design
  + Sprite creation
* Bosses
  + Patters/Behaviors
* Technology
  + Setup
    - Confirm Node setup
    - Confirm MEAN stack install
    - Finish Grunt Setup
  + Storing
    - Store finish times
    - Store new levels
    - Store “ghosts”
* Stretch Goals
  + Motion-based special moves
  + Multiple characters
  + Multiple Ghosts
  + Secret Bosses
  + New moveset
  + Easter Eggs