* **Isaac Rebuild**
  + **Isaac**
    - Animations
      * Movement
        + Weird L/R
        + Jancky Walls
      * Tears
        + Weird tear animation L/R
        + Death Anim
      * Diagonal Glitches
      * Death Anim
        + Dying at 0 HP
        + Weird sliding glitch
    - Stats
    - Tears
      * Increase in size with damage
      * Shadows
    - Shadows
    - Sound
      * Tears
      * Hurt
  + **Enemies**
    - **RedFly**
      * ~~Sprites~~
      * ~~AI~~
        + ~~Follow player~~
      * ~~Animation~~
        + ~~Flying~~
        + ~~Death Anim~~
      * Shadow
      * Sound
    - **BlackFly**
      * ~~Sprites~~
      * AI
        + ~~Aimless Flying~~
      * ~~Animation~~
        + ~~Flying~~
        + ~~Death Anim~~
      * Shadow
      * Sound
    - **YellowFly**
      * Sprites
      * AI
        + Follow player + Follow his movement directions
      * Animation
        + Flying
        + Death Anim
      * Shadow
      * Sound
    - **Gaper**
      * Sprites
      * AI
        + Follow Player
        + Randomly shoot at players direction
        + Transform into headless baby on death???
      * Animation
        + Walking
        + Death Anim
        + Tears
      * Shadow
        + Monster
        + Tears
      * Sound
    - **Headless baby** 
      * Sprites
      * AI
        + Randomly move (pseudo circular)
        + Randomly shoot in random directions
      * Animation
        + Walking
        + Death Anim
        + Tears
      * Shadow
        + Monster
        + Tears
      * Sound
    - **Black spider**
      * ~~Sprites~~
      * AI
        + Randomly moves
        + Randomly jumps towards player if within range
      * Animation
        + Jumping
        + Death Anim
      * Shadow
      * Sound
    - **Large black spider**
      * ~~Sprites~~
      * AI
        + Randomly moves
        + Randomly jumps towards player if within range
        + Spawns 2 black spiders when killed
      * Animation
        + Jumping
        + Death Anim
      * Shadow
      * Sound
    - **Bosses**
      * **Duke of Flies**
        + Sprites
        + AI

Flies in diagonals

bouncing off walls

Randomly spits Orbital red flys

Randomly blows to push flys away

* + - * + Animation

Flying

Spiting

Death Anim

* + - * + Shadow
        + Sound
      * **Monstro**
        + Sprites
        + AI

Jumps towards player

High jumps on Player

Spits at player

* + - * + Animation

Jumping

High jumping

Spiting

Death Anim

* + - * + Shadow
        + Sound
  + **Items**
    - ~~Charge bar~~
    - ~~UI for Active~~
    - UI for Passive
    - Item pedestal
    - **Active Items**
      * **Biology 101**
        + Graphics

~~Main sprite~~

Pickup sprite

* + - * + Ability

Charm 1 random enemy permanently

* + **Consumables**
  + **Trinkets**