Basic movement and controls:

* ~~Make basic character walking sprites~~
* ~~Make basic character attack sprites~~
* ~~Make basic jump sprites~~
* ~~Implement jump sprites for main character~~
* ~~Implement walk cycle~~
* ~~Implement swing cycle~~
* ~~Implement jumps cycle~~

First enemy basic implements:

* ~~Make basic grunt walking sprites~~
* ~~Make basic grunt swing sprites~~
* ~~Implement grunt spawning~~
* ~~Implement grunt swing cycle~~

Basic Combat

* ~~Implement hit collision~~
* ~~Implement grunt health~~
* ~~Implement grunt death~~
* ~~Ensure function of scene scrolling~~
* ~~Implement pause menu~~
* ~~Make entry level~~
* ~~Make end of level Completion~~
* ~~Implement level restart on death and victory, and level victory conditions~~
* ~~Make and implement health display for player~~
* ~~Add boss mechanics~~
* ~~Add left spawn enemies~~
* ~~Add blockers (finish wave), 2 or 3 per level~~
* ~~Remove options button from menu~~
* Implement hit effects
* ~~Add enemy types (nonsignificant art changes to expedite mechanics over art time)~~
* ~~Add scroll (distance tracker)~~
* ~~Add overhead text~~

Current effort: