Table 1: Maps Checklist**

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Item	Status (To Do / In Progress / Done)	Notes
Surface World Entrance		
The Seven Gates (Combined)		Consider how to visually differentiate gates
Ereshkigal's Throne Room		
Underworld Depths		Impalement Area
Kurgarra/Galatur Path		Revival sequence area
The Ascent Path		
Surface World Return		
Optional: Ninshubur's Plea		
Optional: Gods' Domain		

Table 2: Inanna Sprites Checklist

Item	Status (To Do / In Progress / Done)	Notes
Full Attire		Initial appearance
Stripped (1)		After the first gate
Stripped (2)		After the second gate
Stripped (3)		After the third gate
Stripped (4)		After the fourth gate
Stripped (5)		After the fifth gate
Stripped (6)		After the sixth gate
Fully Stripped		After the seventh gate
Dead/Impalement		On the hook/stake

Item	Status (To Do / In Progress / Done)	Notes
Revived		Ready for ascent (potentially less adorned than initial)

Table 3: Other Characters & Entities Sprites Checklist

Item	Status (To Do / In Progress / Done)	Notes
Gatekeeper(s)		Single sprite with variations **OR** individual sprites for each gate
Ereshkigal		Queen of the Underworld
Ninshubur		Messenger
Kurgarra/Galatur		Combined sprite **OR** individual sprites
Optional: Enlil		
Optional: Enki		
Optional: Dumuzi		

Table 4: Items Sprites Checklist

Item	Status (To Do / In Progress / Done)	Notes
Crown		
Lapis Lazuli Rod		
Pectoral		
Bracelets		
Necklace		
Ear Pendants		
Royal Robe		

Table 5: Environment & Effects Sprites Checklist

Item	Status (To Do / In Progress / Done)	Notes
Hook/Stake		For the impalement scene

Item	Status (To Do / In Progress / Done)	Notes
Revival Effect		Visual cue for the revival