Finished, In Progress/Needs Tweaks, Not started (no highlight)

* Astronaut
* Mobs:
  + Earth Dog
  + Cave Slime
* Spaceship:
  + Broken Spaceship at very start
  + Fully-fixed spaceship
* Major ground portions
  + Crater for very start
* Trees
  + Oak Tree
  + Fir Tree
* Ground blocks:
  + Grass (Make a variety of grass blocks in the same file slightly varying Ex. put a flower on one of them)
  + Rock
  + Bush
  + Cave walls
  + Walls of map for Earth
  + Cave ground
* Villages:
  + Villagers (Make a variety of them)
  + Village houses (Make a variety of them)
  + Fences
* Guns:
  + Starting gun
* Swords:
  + Starting sword
* Currency:
  + Coins
* Inventory:
  + Access/close menu button
  + Inventory menu buttons
  + 8x8 inventory
  + Hotbar
    - Inventory square
    - Inventory square selected