**Art Assets (all Joanne)**

* Characters
  + Bomb character
    - Movement
    - Dead state
  + Fairy character
    - Movement
    - Dead state
  + Bomb NPC
  + Florel NPC
  + Florel Enemy
  + Driplet NPC
  + Driplet Enemy
  + Lily the Lilac
  + Sharky the Goldfish
* Spaceship
* Planets
  + Space view
  + Bomb planet
    - Town
      * Shop
      * Houses
    - Temple
    - Volcano
  + Florel planet
    - Town
      * Shop
      * Houses
    - Grassy field (ship landing)
    - Forest
    - Holy clearing
  + Driplet planet
    - Town
      * Shop
      * Houses
    - Beach (ship landing)
    - Ocean
    - Factory
* Battle effects
  + Explosion
  + Guard animation
  + Revive spell
  + Fire spell
  + Item use
    - Potion/Hi-Potion
    - Revive
    - Ether
  + Enemy attacks
    - Driplet spit
    - Driplet body slam animation
    - Florel thorn toss
    - Florel leaf slap animation
* Artifacts
  + Obsidian rock
  + Catfish gummies
  + Holy tree bark
  + Rainbow stone
* Items
  + Potion/Hi-Potion
  + Revive
  + Ether
  + EXP sparkle
  + Money sparkle
* UI
  + UI window borders
  + Start menu
* Sharky’s Lost uPed
* Lilac fertilizer
* Opening/ending scene

Features to implement

* Character controls
  + Base class
    - Movement
    - Battle action 1
    - Battle action 2
    - View items
    - Use item
  + Bomb
    - Battle action 1: Explode
    - Battle action 2: Guard
  + Healer
    - Battle action 1: Revive
    - Battle action 2: Fire
* Camera zoom in/out
* Items
  + Potion/Hi-Potion
  + Revive
  + Ether
* Dialogue boxes
* Scene transition
* Start menu
  + Start
  + Load (?)
* Save (?)
* Space travel
  + Enter spaceship
  + Select planet
  + Move spaceship between planets
* Key items
  + Pick up item
  + Toggle key item inventory on/off
  + Remove item from inventory (quest)
* Unlock temple
* Close town
* Character status
  + HP/Max HP
  + MP/Max MP
  + EXP/EXP Needed
  + Disable controls on death
* Battles
  + Toggle enemies on (after artifact)
  + Enemy spawn
  + Enemy aggro/de-aggro
  + HP/MP/EXP bars
  + Enemy actions
    - Base class
      * Movement
      * Melee attack
      * Ranged attack
    - Driplet
    - Florel
  + EXP/money drop
  + Enemy death fade-out
  + Bosses (?)
* Shop
  + Buy
  + Exit
* Artifact room fancy effects
* Puzzle mechanics