Tools

~~-basic functionality~~

~~-use custom projectiles~~

-place blocks (this includes block items)

~~-use sounds~~

Accessories

~~-allow "useful" effects to be applied to the player~~

-display correctly on the player

-have adaptive tooltips

~~-be armor~~

NPC

-utilise in-built AI

-have dialogue and shop

-make use of custom defined AI

-boss music

AI

-path to and attack the player

-have multiple phases

-allow for multiple segments

Tiles

-display correctly given an appropriate tile map