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

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