# Stages

# Village

Aslat room

Town drunk on the left side

# Light forest

Cosmetics in semi cave

Enemies

# Light forest cave

Cosmetics

Platforming section

obstacles

enemies

# wake up forest

the background/foreground trees (William doesn’t like it)

# Enemies

Slime (chase AI)

Big slime (chase AI) -> dedicated large sprite

Sandshrew

Fly (chase AI) -> make it more visible

Alla alkbar -> new explosion

Egg, larv

A plant that spits a projectile

A mini boss that block the path

# NPC

Aslat

Flickan

Shakar

Town drunk

BB

Lumberjack

# Boss

Wendigo

# GFX

Waterfall

Screen particles for light forest cave

(Spirit trails)

Run trails

# Sound

LF cave

Wendigo fight

Wake up forest

Title screen

Aila sword x 2

Aila walk x 3 (depends on texture)

Dash

Wall slide

Jump

Landing

Hit enemy (depends on enemy)

Aila take damage

Aila death

Conversation SFX

Bird SFX

Wind sfx?

Enemies

NPC

UI - Resume game, new game etc

Obstacles/interactables

# UI

Title screen:

Background

General stuff

In game menu

Inventory

Map

Omamori

Journal

# Gameplay

Pause gameplay length

Dash tweak

Knock back

# Cutscenes

Wake up (engine)

Entering village

Reindeer waterfall

Reindeer encounter

Defeating boss