Fall Game Jam

Required Components:

* **UI:** Health, Current Weapon, Armor/Shield(?), Gold
* **Characters:** Goblin (Player)
  + **Enemies:** Peasants, Town Guards, Soldiers, Mages(?), King (Final Boss)
* **Levels:**
  + **Plains:** Greenery, trees, rocks.
  + **Town:** Huts, small houses, roads, cut grass
  + **City:** Larger houses, shops.
  + **Castle:** Grayish stone, pillars.
  + **Jail:** Dingy gray stone, metal bars.
  + **Throne Room:** Red or dark purple rugs, finery, stones.