Scope and Shit:

**Next 3 months:**

Spawning items without touching game files

Spawning and initializing NPCs without touching gamefiles

Making changes to the map that will work on any variant of the map, not just edit the default map.

Spawning the AI for “ground bugs”

Spawning the AI for “air bugs”

Spawning the AI for “stationary bugs”

**Weekly plan:**

Week 1:

* Finish up this planning shit
* Draft more ideas
* Look at existing mods to see what they do
* Do more decompiling work and see how the game initializes thinks

Week 2:

* Work on spawning an item, with it's own sprite sheet and everything
* Once that is working, add attributes and a custom function to that object
* Add monetary value to the object
* Add buffs/debuffs to the object

Week 3:

* HARD AI SPAWNING
* Paths for NPCs
* Behavior for insects

Week 4:

* HARD AI SPAWNING

Week 5:

* AI Configuration and Item drops, etc.
* Hopefully have something done by this time

Week 6:

* Continue work from previous weeks

Week 7:

* Continue work from previous weeks

Week 8:

* Continue work from previous weeks

Week 9:

* Continue work from previous weeks

Week 10:

* Stop

Week 11:

* Stop