STORY	TODO	DOING	TO TEST	DONE
HERO				walk status + transitions
				mouse control attack/move
				button for ability
	pathfinding (using navmesh?)			naive waypoints
	targetted ability should have range			
				paladin animations ok
				animations for untargetted abiliti
				fireballs are game objects
				hero status is fixed during castin
				skill tree
				abilities are GameObjects + Scri
				Hearthstone anim + teleport
	camera should follow hearthstone			
				Targettable and non-targettable
				Abilities are now GameObjects
				2 hero level-up paths
				paladin animations OK
MINIONS				walk to waypoints
				attack enemy when spotted
				die when health < 0
				minions chase enemies
				lots of waypoints (no navmesh)
				after enemy died, resume waypo
				clipping OK, flying solved
TOWER				attacks first enemy to walk in ra
	start attack range is smaller than stop attack range			
	turrets can be captured			
				turrets die when health < 0
	animations/particle effects			

		TestScene		
GAME RULES				
				2 maps, each 3 lanes
	mini quests in map			
	e.g. neutral monster			
				attacl/receive damage + die
	(spatial) health bar for characters?			
BASE				configure lanes
				spawn minions
				base is now MOBAUnit (has hea
	alarm when attacked			
				hearthstone for heroes
				enemy base spawns enemy min
GUI	hero mana indicator			hero health indicator
				choose hero skill when appropria
	notification when base under attack?			
				buttons with cooldown for abilitie
				"tracker" collider moved to separate GameObject, not part of "units" layer. All units need a (non-trigger) collider on main GameObject (with MOBAUnit script)
ASSIGNMENT				make video trailer