STORY	TODO	DOING	TO TEST	DONE	
HERO				walk status + transitions	
				mouse control attack/move	
				button for ability	
	pathfinding (using navmesh?)				
	targetted ability should have range				
	redownload animations without locomotion				
	animation for ability				
	targetted particle animation				
	While attacking, can hero move around?				
	skill tree				
		common code for abilities			
		hearthstone			
				Targettable and non-targettable ability	
	interaction hero status update <-> skill status update				
	refactor abilities to coroutines				
	hero level-up				
	Paladin: clean up animations				
MINIONS				walk to waypoints	
				attack enemy when spotted	
				die when health < 0	
	should minion chase enemy?				
	navmesh or lots of waypoints				
	after enemy died, resume waypoints				
TOWER				attacks first enemy to walk in range	
	start attack range is smaller than stop attack range				
	turrets can be captured				
				turrets die when health < 0	
GAME RULES		TestScene			
	3-lane map				

	mini quests in map			
	e.g. neutral monster			
			attack/receive damage	
	health bar for characters?			
BASE				configure lanes
				spawn minions
	base health			
	alarm when attacked			
	hearthstone for heroes			
				enemy base spawns enemy minions
GUI	hero health & mana			
	choose hero skill when appropriate			
	notification when base under attack?			
	buttons + cooldown for all abilities			