

# 1 Plan

## 1.1 Week 1

- Research.

## 1.2 Week 2 - Week 3

- Research.
- Overall structure.
- Interfaces.

## 1.3 Week 3 - Week 4

- Simple graphical representation
  - Grid, units etc
- Basic model for units.

## 1.4 Week 5

- AI
  - Pathfinding
- Unit can move.
- Attacking unit in gui.
- Setting loading.

## 1.5 Week 6

- Combat in battles.
- AI
  - Simple strategy - Attacking closest unit
  - other
- Attributes for units.
- Units can be defeated.

## 1.6 Week 7

- Lots of Ai.
- Winning condition - Battles can be won.
- Story.
- Some Secondary Objectives.

## 1.7 Week 8+

- Scripting (probably using javascript).
- Customisable AI.
- Editor.
- Saving.
- Height map.
- World map
- Other Objectives