Order of Construction

Movement

1. Walk
2. Run
3. Jump
4. Dig
5. Bark
6. Attack
7. Sit
8. Prone

Basic world

1. Park
2. Suburban area
3. Forest
4. Beach

Interaction with world

NPC

1. Humans
2. Other Dogs
3. Other Animals

AI

1. NPC movement

Interation with NPC

1. Talking
2. Attacking

More detailed world