TO DO!

* Setup Brand new unity file. Get it from the university with the newest version you can. See how you can get the newest version.
* Prototype some ideas!
* Point and click cursor. When it comes to controls standard RTS control.
* Done notes on the concept jpegs.
* Will need a way to hold the spawning locations of flooring.
  + For spawning this stuff will need to know how unity’s spawning system works
  + Going to need to sync this with a tile map so it snaps to it properly.
    - Need to create a script to create new flooring on the fly.
    - Hold all those objects within an array (Which is not too hard it seems)
    - <https://gamedev.stackexchange.com/questions/197288/how-to-spawn-gameobjects-at-random-positions-in-unity> Seems to be a decent answer.
    - <https://medium.com/swlh/is-using-linq-in-c-bad-for-performance-318a1e71a732>
    - <https://stackoverflow.com/questions/871230/how-do-i-use-linq-in-monodevelop-2-0-on-os-x/875704#875704>
  + Will need to operate on a grid when placing rooms.
    - <https://www.mikoweb.eu/fallout-shelterish/>
    - <https://www.youtube.com/watch?v=rKp9fWvmIww&t=0s&ab_channel=TamaraMakesGames>
    - <https://www.youtube.com/watch?v=gFpmJtO0NT4&ab_channel=TamaraMakesGames>
    - <https://www.youtube.com/watch?v=HbKbxN6Oo6I&t=0s&ab_channel=TamaraMakesGames>
    - Perhaps tile maps is the way to go about it.
    - https://gamedev.stackexchange.com/questions/33140/how-can-i-snap-a-game-objects-position-to-a-grid
    - <https://gamedev.stackexchange.com/questions/174603/how-to-handle-grid-snapping-when-the-object-is-greater-than-the-grid-cell-width>
    - This seems to me the best way to do it right now
    - Test with cube first
      * Need to find a way to show grid
      * <https://www.youtube.com/watch?v=waEsGu--9P8&ab_channel=CodeMonkey>
      * https://www.youtube.com/playlist?list=PLzDRvYVwl53uhO8yhqxcyjDImRjO9W722
      * Will need to change how the grid code takes stuff in to use generic types so we can have each grid hold an object type instead.
      * Make sure you understand this as you will have to remake it later.
  + Keep the scale of the project in mind when making objects and such.
* Will need to find a way to keep track of how much energy has been used and then translate that into something that has real world connotations.

Tasks to do for this:

1. Spawn random rooms
2. Place rooms according to mouse click.
3. Snap rooms to grid.
   1. Snapping cubes to grid
   2. Snapping longer odd-shaped(Rectangles) pieces to grid
   3. Have rooms be able to connect horizontally but different layers need to be reached with other pieces that will be elevators.