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
    - 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