Revised Plan, as of 7/25:

What's done so far and any additional changes needed:

- Classes for Player, Skill, Weapons, Armor
    - Remember to initialize the player every stage from data off of the JSON file
    - Skills could have a parameter for scope (i.e multiple enemies affected or just one)
- Pre-selection screen to equip skills, armor, and weapons
- JSON files
    - Make sure to always read in the JSON file at the start of each stage
    - Write into the JSON file whenever equipment/skills are changed
    - At the end of every stage, write into the JSON file any new unlockables
    - The JSON for the saveData should record what stage the player is on currently.

Progress map (in preferred order) before the end of July:

- Implement some more skills that an enemy could use
- Flesh out the enemy class
- Code one battle
- Code defeat/victory screen as well as any unlockables
- Work on the transition between battles and changing the stage, etc.
- Work on the main menu.
    - Would have to change the JSON file a lot!

Additional notes:

Flesh out enemy class:

- They should have a list of skills they can use
- A list of rewards and exp that they could drop, and perhaps at the end of each battle, there's a percent chance of getting each reward
    - **A dictionary could be good here. You could have the reward be the key and then have the percent chance of gaining that reward by the value**

    - It might be interesting to have variations of enemies. Perhaps a percent chance of getting a golden enemy or something?

Code one battle:

- Emphasis on the behavior of enemies
    - In general, there could be certain conditions that trigger certain actions from the enemies, and if none of these conditions are met, the actions could be chosen randomly.
    - Enemies could have a parameter that stores in a skill list they could use
- At the end of every turn, check the HP values to determine defeat or victory
- Could have variations of enemies: maybe there's a percent chance of a really hard one?
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