Left Click

* Friendly unit selection - Done
* Enemy unit selection - Done
* Friendly building selection - Done
* Enemy building selection - In Progress
* Resource selection - Done

Right Click (Actions)

* Moving - Done
* Harvesting - Done
* Building - Done
* Attacking - Done
* Interacting - To do

Research

* Overall mechanics - Done
* Blacksmith - Done
* Lumber Yard - In Progress
* Town Hall - To do
* Kennel - To do
* Stables - To do
* Barracks - To do

Movement

* On click - Done
* Garrison - To do
* Transports - To do
* Mounts - To do
* Modifiers - To do

Combat

* Attacking melee - Done
* Attacking ranged - Done
* Injuring - Done
* Healing - To do
* Capturing - To do
* Dragging - To do
* Armour - Done

User interface

* Change on unit/building selection - Done
* Construction placement - Done
* Time counter - Done
* Minimap - Done
* Progress bars - Done
* Timers - To do

Buildings

* Construction mechanic - Done
* Training mechanic - Done
* Resource yard mechanic - Done
* Research mechanic - Done
* Stats changes on research - Done
* Improve models - Done

World

* Mountains - Done
* Resources - Done
* Buildings - Done
* Terrain - Done
* Textures - In Progress

Lighting

* Campfires - Done
* Buildings - Done
* Torches - Done

Sound

* Voice acting - Done
* UI Sounds - Done
* In game event sounds - Done

Weather/Environment

* Snow - To do
* Rain - To do
* Day/Night cycle - Done
* Meteors - To do
* Fog - To do

Save System

* Save units - Done
* Save unit information - Done
* Save buildings - Done
* Save building information - To do