Steps this afternoon:

1. Enemy NPCs don’t play attack animation
2. Harvesting return on max locks out workers
3. Green research color should change
4. Disable different color buttons on select
5. Set health to not be able to go under 0
6. Make trees fall over

Later:

1. Left click adds a cursor hit
2. Optimize multiselect

Much Later:

1. Add research to lumber yard
2. Arrow mechanics funny
3. Speed up death animation