Steps this afternoon:

1. Add steel
2. Add forge
3. Add Workshop
4. Add lumber yard research
5. Add lanterns/torches

Later:

1. Optimize multiselect
2. Remove shiny texture on mountains
3. Make trees fall over
4. Rework shaders/selection circles

Much Later:

1. Add research to lumber yard
2. Arrow mechanics funny
3. Speed up death animation
4. Archers arrows not great
5. Add lanterns to buildings