What do I want to make?

1. RPG type game, turn based, quick time
2. 2d side perspective
3. Use abilities
4. Change stance
5. Map, with levels
6. Overworld
7. Gain exp, levels
8. Bosses

Plann to make demo:

* 1 level dungeon with 3 phases and boss
* Main menu
* Overworld to dungeon
* 3 characters, change target abilities
* Enemy Ai
* MAp

First step:

Making the main menu:

* 3buttons, start, options, exit. ( finishes 1 button)
* Background music
* In options change sound volume slider
* Exit button does exit the game
* Start button goes to next scene?