

Basic To Do's

- Trees
 - Add logic for trees to randomly start burning
 - Add a health bar for the trees that indicates how long until a forest fire starts
 - If health bar goes to 0 you lose the game
- Map
 - Create a larger map that looks like a campground
 - Add road/path
 - Add campsites
- Campers
 - Add logic for campers making too much noise
 - If campers make noise for too long you lose the game