Dog walking sim

Player controlled character can pick out a dog from a house. Then take the dog for a walk to the park. At the park the dog can chase the squirrels, chase the ducks, play fetch, or walk through a maze.

**Milestone 1: Create moving npc**

-NPC can randomly move around map.

-NPC can move around map in a general direction

-implement walls

-implement roads

-implement csv file map reader

**Milestone 2: Basic path finding**

-NPC can move from one point to another around walls - done

-NPC can move and take the most efficient route

-NPCs can move at different speeds - done

**Milestone 3: basic NPC and player interaction**

-npc will come to player when called - done

-npc will fallow player when called

-npc will stay when told to

-throw ball. Npc will run to ball and return it to player

-npc will run away from player maintaining certain distance

-npc will run away from player towards object tree.

-aggressive npc will run after non aggressive npc

**Milestone 4: real maze solving**

-npcs can solve mazes like a real person. Not smartly

-NPC have vision distance

-npc has hearing distance

-NPCs will move in a general direction when called if they cants see the caller

-different npcs will pathfind differntlty based on different tiles. Ducks will prefer water to ground. Humans will prefer pavement to road. Dogs indifferent between road grass and pavement

**Milestone 5: Advanced NPC and player interaction**

-npc has hearing distance

-make duck npc logic

-make squireel npc logic

-make human npc logic

-make rabbit npc

-make dog npc logic with different personalities.

-dog npc can kill squireel and duck npc

**Milestone 6: Flocking**

-squirrels will stay near trees

-ducks will stay near ponds

-ducks will tend to stay near each other.

-two dogs will chase each other

**Milestone 7: implement pygame.**

-tiles for graphics

-npc and character has sprites

-dogs can say woof

-player can pat dog and a heart appears.

**Milestone 8: implement sounds**

**Milestone 9: implement win stage**

-dogs have a tired meter. When meter is full. Dog can be returned home.

-ability to pick up dog shit.