Roguelike

Level Generation - Jack

* Read in 2D array data from external file.
* Spatial Partition the rooms using 2d array boundaries
* Multiple rooms

Player - Caroline

* Simple grid based movement.
* Collision detection between walls of rooms.

NPC’s - Eoin

* Set up a FSM with an enum key to each NPC behavior.
* Simple grid based movement
* Collision detection to avoid walls
* See <https://nethackwiki.com/wiki/Rogue_(game)> for singulars.

Pickups - Leo

- Initially need a position and collision component. Will be built out from that.

- See <https://nethackwiki.com/wiki/Rogue_(game)> for singulars.

UI

* Output options to console.
* Map buttons to UI commands (similar to Rogue).