Currently completed:

* Room generation – Can generate what a room can be, and what will play out when that room is reached through the player controller. The current generation is temporary, as a limit on chest rooms and shops are going to be needed for the future, but should still be functional when the generation is changed.
* Text box – Found a good code online for a typewriter style text box, with the credit currently in the comments. Generic, so can pass in information for any use that I could want (more dialogue for the old guy, boss dialogue, rare enemy defeated dialogue even).
* Chest room and loot generation – The chest room will generate loot a bit after reaching it, for future chest opening animation, and can generate the item, tier, floor it was obtained in, and stats. Will need slight adjustment when abilities are created, but is currently working and can be sent to the player to reference for fights.

What will be working on:

* Shop room – Made a good amount of progress on it, just need to finish it up. Has two widgets for the player to enter or leave the shop, and then the shop itself. The shop has buttons set up for potions, but still need to work on programming in the three random items to sell.
* Camera movement – The camera still only teleports between movement points. The code has some unplugged code for a lerp between two points, but I believe the problem is from using a while loop, calling the movement so often that it just freezes.
* Fighting – Making progress on the fighting mechanics, getting something working though I believe it will take longer than the 2 weeks currently. Can make progress, and will likely just be fight/potion before working on abilities.

**Current Progress (Complete, Partially Implemented, Unimplemented):**

* 1. Generation – Room, loot, and enemy generation based on a numbered seed. Rooms generate on entering an area, while enemies and loot can generate when entering the room. – Partially complete, not based on a seed yet.
  2. Fighting – A proper fighting system that is fair but challenging. Turn-based combat with “dice rolls” determining a fight’s outcome. Ex. An axe having 5 Attack and a dice of 1 – 10, attacking an enemy with an armor value of 4. The axe needs to roll greater than 4 to deal 5 base damage. – To be worked on soon
  3. Stats – Some stat system to improve the player over time, and to determine the outcome of fights. Stats included: Attack, increasing damage dealt; defense, increasing the chance that an enemy attack fails; dexterity, improving dice rolls; and speed, determining the order of attacks (the enemy gets the first turn if their speed is higher than the player); along with health to determine winning and losing. – Stats are set up in the game instance, but are not yet functional.
  4. Abilities – Various abilities tied to the items you obtain, based on the tier of item. All are going to affect battles differently, from taking a turn to boost stats to modifying the dice to either hit more often for less damage or hit less often for more damage. – Unimplemented, will be worked on after fighting is functional
  5. Animation – Fitting 2D animation over a 3D environment, as well as setting up animations to play over specific events and for specific weapons. Would need animations for idle, preparing to attack, attacking, being attacked, and defending. – Unimplemented.
  6. UI – Working, good looking UI for the menu and game itself, needing custom designs for the buttons instead of the default in the widgets. – Many widgets are completed, but many more are to come, as well as making them look better in the final product.
  7. Progression – Moving between areas, levels, and the progression of the player and enemies. Having areas and rooms labelled as X-Y, X being area number and Y being room number, incrementing when moving to a new room or area. Need a system for levelling enemies and the exp they would drop for the player to level up as well. Levelling increasing HP, Attack, Dexterity, and/or Speed. – Movement between rooms is working and can interact with the rooms, but enemy and player levelling are unimplemented.
  8. AI – Use of a behavior tree to control enemy behavior; for attacking, using a skill, or healing. – Unimplemented, likely to be worked on as fighting is worked on.

**Schedule (Complete, In Progress, Incomplete/Unreached)**

1. Basic design
   * 1. Set up player pawn as a moving camera, no controls for the pawn. Get game instance set up for player stats and information. Create basic enemy framework, with stats set up. Basic UI for controlling the player, with attacking and skill button. – Almost complete, just need fighting UI and working enemies.
2. Working game
   * 1. Get basic mechanics working, such as combat. Requires behavior tree for the AI first, then make stats and dice rolls work for basic combat. Once level is completed, move to a predesigned room due to no seeded runs set up yet. Create working pause menu for exiting the game whenever. Working weapon variants for the player. Set up treasure and shop rooms. – Soon to be in progress.
3. More mechanics
   * 1. Set up seeded runs, so each new run of the game is different from the last. Create sprites for the player and enemies and set them up possibly as animations. Create randomization of enemies, with enemy types and variants as well as bosses. Should be able to do a full run of the game. – Unreached.
4. The looks
   * 1. Get the animations for enemies and players to work, set up background of the levels, make the UI look nice, set up the lighting for 3D objects. A general setup of all the art stuff. – Unreached.