Currently completed:

* Basic Enemy AI Tree – The enemy AI tree is working, with two basic functions currently. Will be modified later for bosses and other enemy variants, but for now a basic tree is working.
* Fight loop – The fighting loop is finally completed, only for Fight at the moment. You can fight, then the enemy gets their turn to fight. Still needs tested to see if the enemy goes first on lower speeds, but when the player speed is higher it does indeed work.

What will be working on:

* Finish fighting – The fighting widget still needs finished; getting ability, item, and defend working. Should be considerably shorter since the main fighting loop is complete.
* Other worlds – Getting the other worlds completed, with no seed generation yet.
* Boss AI Trees – Have bosses with unique AI Trees for the end of areas.

**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. – Fighting is complete, just need to get the other abilities worked on.
  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 functional, with only AP needing to be worked on. Going to consider complete for now, as AP counting will be simple to implement.
  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. Fighting is still being worked on.
  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. – Basic AI Tree is functional, considering complete since variations for enemy variants will not be as complex to implement. Just need other behaviors to choose from.

**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. – Just needing the other three buttons to be working.
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.