9/28/16 goals:

1. ~~Polish BlockM class.~~
2. Create json model for BlockScreen.
3. ~~Create connected texture for block screen.~~
4. ~~Polish in world frame GC.~~
5. ~~Create basic wire data structure.~~
6. ~~Try implementing multiblocks. In to my blocks~~
7. ~~Implement basic JEI interface~~

9/30/16 goals:

1. ~~Add proper EnumFacing to OpenGL rotation conversion~~
2. ~~Improve and polish Vec3M and decrease object allocation~~

Bosses:

1. Big mutant wisp
2. 50 blocks big spider (with ragdoll leg physics)
3. Squid like monster made out of toxic waste (looks cute and harmless but turns really scary when provoked)

General todo:

1. Create basic blocks and items.
2. Learn material physics.
3. Implement realistic hard object physics.
4. Implement user inputted scripting.
5. Create boss mansions.
6. Create the great spider biome.
7. Create the detailed lore about the spirits and their abilities and esthetics.
8. Create crystal and laser power system
9. Improve graphics with shaders
10. Remake all shitty textures
11. Remake all shitty textures again because I suck at pixel art
12. Polish existing projects by literary making connect maps and figuring out the best code structure for gigantic projects like physics

Fun projects todo:

1. Realistic grappling hook
2. OP lapis armor
3. Under bedrock town
4. User animated player statues/holograms