Negfaron

Design Document

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Levi harman

Things to do.

* Make a menu
* Program enemies
* Animate sprite
* Prototype functions in game loop.
* enumerate the map to make it easier to understand.
* Object interaction (read a sign)
* Entity system (make hero an entity to start with)
* refactor
* upload to github

Ideas for the game

Sandbox

Player encouraged to head towards Negfaron in order to get access to better technology. In order to defeat enemies in new territories you must use townspeople to prepare.