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
* center character

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.

Lineage system - Hero dies after undecided game time. Children will become playable.

MMO will have random traits show up in characters. Depending on how successful the player is he will be able to reproduce and other players must choose a character from someones lineage.

Founding players will be the top of their respective family trees. Divergence should occur.