1. **open new project files and netlify - 0.5 hr**
2. **download images for different elements and tools - 0.5 hr**
3. **start page - 1 hr.**
    3.1. start game btn
    3.2. background img
4. **sidebar - 8.5 hr**
    4.1. tools - axe, shovel, pickaxe - 2 hr
        4.1.1. logic for picking the right element for every tool
    4.2. inventory - 2 hr
        4.2.1. store different elements - 0.5 hr
        4.2.2. add 1 to element when mining - 0.5 hr
        4.2.3. display last element collected - 0.5 hr
        4.2.4. remove element from inventory - subtract 1 - 0.5 hr
    4.3. hover on tools - 0.25 hr
    4.4. click event on tools and inventory - 2hr
    4.5. drag event on inventory - 2 hr
5. **game grid - 6.5 hr**
    5.1. css classes and html - 0.5 hr
    5.2. set elements location: tree, stones, clouds… 4 hr
    5.3. draw element on board - 2 hr
    5.4. remove element from board - 2hr
6. **end game or reset**
7. **responsiveness - 2hr**
8. **testing and playing - 3 hr**

Total Time: 23