* This project is to develop the basic functionalities for supermarket simulator, industry simulator and the civilizations game.
* Inventory system
* Visual interface
* Movement control

# **Rough planning**

* Set in modern times
* Singleplayer
* Control a character (represents the player)
* Character customization can be added but this is the last thing to do
* Different environments
* Start with forest
* Resource system and gathering
* Hunger and thirst system
* Health bar
* Craftable objects
* Research tree for craftables and buildables
* Buildables
* i.e. structures (e.g. tent, hut, house, fireplace)
* Dangerous wildlife (also last thing to do)
* Weather system (very last thing to add)
* Take inspiration from Minecraft
* Exclude all magic stuff
* Structures won’t have to be built manually block by block as in Minecraft (e.g. consider Roblox survival games’ building mechanic)
* Each class (object) should have their own file
* Use pygame module to create games
* Create ability to enter constructed buildings and then change view to side on
* Change view to side on looking at a fireplace when opening up the cooking GUI

# **Project structure**

## ABC

### **ABC**

**ABC**

##### *ABC*

# **Tasks**

|  |  |  |  |
| --- | --- | --- | --- |
| **No.** | **Task** | **Description/Notes and comments** | **Completion** |
| **1** | Create a remote repository and connect local repository to it |  |  |
| **2** |  |  |  |