

# Things To Do

- Add boss
  - Is this strictly necessary or do the college ships on islands count?
  - In their requirements I think they said you win once all colleges are taken over.
- Use gold and points between screens.
  - Seems to already work. We just need to move position tracking to GameManager so position can be stored and this should be fine.
- Balance changes (*not really needed, add if we get time*)
- Make college get 'sacked'.
  - Piggyback on ally system. Map side of this already works, just need to update combat to add the college to the ally list.
- Complete Minigame
  - Add text pop-ups to say whether you won, lost or drew (with gold amount?)
  - Finalise layout of cards and other UI elements.
- Remove Main Menu button option from screens.
  - Need to add back buttons or keybinds in their place. Are there any screen accessible from multiple other screens? If so things get a lot more complicated.
- Comment all the code
- Implement a save and load system in the game.
- Changed DepartmentScreen and CollegeScreen to prevent overuse of memory (included some layout changes being necessary) - and then bug fixes on their code to allow our changes to work
- Added BaseScreen (abstract class)
- Changed/Improved graphics
- Changed viewport to FitViewport (retains aspect ratio)