

Completed

1. Tutorial System
2. Market System
3. Plant Farming
4. Animal Breeding
5. Wilds Mini Game
 - a. Player Lives
 - b. Animal Capture
 - i. Lasso Effects
 - c. Plant Gathering
6. Player
 - a. Movement
 - b. Collision
7. Rooms
 - a. Moving between rooms
 - b. Wilds
 - c. House
 - d. Animal Farm
 - e. Plant Farm
 - f. Path between rooms

TBD and Known Bugs

1. Inventory system still needs some work
2. Potentially more rooms with new animals and plants