Let’s first define some of the aspects that the game is going to have:

* The scenery of the game consists of a board made of square cells.
* The components of this board are generated randomly when the game starts and for each level. This is called procedural generation, so no two scenes will be the same.
* The player can move to any cell directly adjacent: left, right, up, or down.
* The game is played turn based, meaning nothing happens until the user makes an action, which advances (tick) the game one unit. This “tick” is the base unit of time of the game.
* The goal is for the player character to reach an **exit cell** that will take them to the next level.
* The player starts with a certain amount of food, and with each tick of the game, one unit of food is consumed.
* Walls are placed randomly in the level to stop the player from moving where they want. However, they can be destroyed by repeatedly attacking them.
* If the player ever runs out of food, the game ends; this is game over!
* There are enemies on the board who will move on each tick (so only when the player character moves).
* If an enemy moves into the player character, they will hurt them by consuming a certain amount of food.
* If the player character moves into an enemy, they will hurt the enemy, removing 1 health point from them.
* Once an enemy is at 0 health points, they are removed from the board.
* Some cells contain food. When the player character enters them, they collect the food.

From that game description, you can now list all the tasks you'll need to do, and try to order them based on their dependency from each other. Feel free to try it on your own as an exercise, but this is the order the tutorial will follow:

* Everything happens inside the game board and the cell is the base unit of space, so this is probably the first thing you'll need. You should start by writing the code that generates a game board of square cells randomly on each level.
* You then need to create a player character that can be placed on the board and moves through it. Once this is done you can start adding special rules like not allowing them to move on some special cells.
* The game is turn based and ticks every time the character moves. As you now have a moving character, you can now add a turn system.
* Now that we have a game that “ticks”, we can finally add the food resources.
* We can also add walls now, as collectables inside of cells (food resources) were just added.
* Next step is adding the exit cell to finish the level. Detecting when the player enters a given cell is necessary not only for this part but also for collecting the food collectibles you previously created.
* Now that you have the exit cell, it’s time to start working on the “gameplay loop”. You want to increase the level number everytime the player reaches an exit, generate a new level, and handle the case when the food reaches zero so the game is over. This is where you can create a Gamemanager that will take care of initializing the game (generate the board, place the player etc.), check for and handle the “game over” conditions.
* Finally you can add enemies to increase the complexity of the game.