

Plan (Version 1.0)

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|------------------------|--------------------------|--------------------------|
| 1. Camera Movement: | | OK |
| - Rotating | OK | |
| - Scrolling | OK | |
| - WASD Moving | OK | |
| - Edge Scrolling | OK | |
| 2. Time System: | | OK |
| - UI | OK | |
| - Day Cycle | OK | |
| - Game Pause | OK | |
| 3. Resources: | | <input type="checkbox"/> |
| - Meshes | OK | |
| - Spawn | OK | |
| - UI | OK | |
| - Mining | <input type="checkbox"/> | |
| 4. Units: | | <input type="checkbox"/> |
| - Master | OK | |
| - Marquee Selection | OK | |
| - Specialities(Page ?) | <input type="checkbox"/> | |
| - Meshes | OK | |
| - Animations | OK | |
| 5. Weapons(Meshes): | | <input type="checkbox"/> |
| - Primary Weapons | OK | |
| - Projectiles | <input type="checkbox"/> | |
| 6. Constructions: | | <input type="checkbox"/> |
| - Master | <input type="checkbox"/> | |
| - UnderMasters(Types) | <input type="checkbox"/> | |
| - Specialities(Page 2) | <input type="checkbox"/> | |
| - Building | <input type="checkbox"/> | |
| - Meshes(Ready) | OK | |
| - Meshes(Constructing) | OK | |
| 7. AI | | <input type="checkbox"/> |
| - Enemies | <input type="checkbox"/> | |
| - ? Autoplay ? | <input type="checkbox"/> | |
| 8. Lore | | <input type="checkbox"/> |
| - ? Kingdoms ? | <input type="checkbox"/> | |
| - ? Robbers ? | <input type="checkbox"/> | |
| - Story | <input type="checkbox"/> | |
| - ? Religion ? | <input type="checkbox"/> | |
| - Magic | <input type="checkbox"/> | |