1.HTML

- Creating the start page : Cover picture and start button . {40min}

Remove.element on button

- Creating the side panel - nav : 3 kind of tools and inventory div -{30min}

2.CSS

- 4 elements classes {30 min} (ground, tree, rock, sky) – backgrounds img

- Class changes upon mining {30 min} (add remove events upon selection and click)

3.JS - The World

-Creating the WORLD :

a. matrix {120min} – array of array;

b. loop in loop on matrix with “create element”

- state object:

chosen tool, chosen texture, current inventory

- Events: tool chosen, picking texture, adding inventory to world (bniya)

-Event Listeners (where should be?)

- Functions for activities:

Picking a tool, Digging, chopping wood, mining, adding to inventory, building

-Reset functionality

-Responsiveness

-Testing & Debug

4.User's eyes approach => App lunch:

- UI/UX - Beta testing + iteration (30 min - by other users)

- Final checks (30 min)

- Late bugs/requests/updates & patches (40 min)

- Lunch with Netlify + Testing Desktop + Mobile(30 min)