Progress Game

**To Do List**

* Standardise events IE gold giving so that each function doesn’t have to repeat code.
* Implement colour through the program
* Experiment with having code that changes the colour value depending on the severity of an action. For example you take [4] damage compared to [10] damage.
* Add basic crit ability.
* Investigate changing updateGameText so that, instead of using one of the stringHolder variables, you could just do gameText[x-1] = gameText[x]. Makes it cleaner.
* Keep comments updated.
* Fix and add more shit to the dev tools e.g.
  + Ability to change globalTimer
  + Heal/hurt player
  + Give gold, etc
  + Change size of the events window
* Code for the player dieing in combat.
* For #startbutton, stick ‘you head out into the wilderness’ into roaming timer’
* For #stopbutton you can probably insert that into a method on its own, to expand it more
* Fight test button needs to be moved into dev stuff
* In combat add support for the monster snarling menacingly at you to be more diverse
* For things like you find x gold or monster hits you for x damage, maybe add another method or additional functionality to updateGameText. E.g., updateGameText(goldEvent, 10) or updateGameText(damageEvent, 10) or updateGameText(wanderEvent). Might be more confusing since. The monster name can just be pulled from monster.name since right now you only fight one monster at the same time. colourText could either be incorporated into this or just called from it. Pulling the updateGameText into it’s own class would allow for adding a ton of junk to it.
* Possibly consider having a 2D array for monsters that includes their type of attack, like slash, bite, claw, underneath their name.
* Synchronise the progress bar with in-game events.

**Done**

* Experiment with splitting things off, like the player and monster class, into other classes so there is less code in the main page.
* Turned player and monster into subclasses of a gameObject superclass.

**Future Additions –** To be added one by one once all the previous To Do List has been completed.

* Add a levelling system.
* Add a skill system.
* Add an equipment system.
* Add procs to equipment.
* Stat tracking
* Local storage
* Look into a database for storing information (lol yeah, one day).

**Version**

0.12 Global timer, combat code refined, coloured text.

0.11 Basic combat and monster implementation.

0.10 Initial basic game framework. Scrolling text and HTML interface.