To Do:

* Make/Revise/Update rulebook
* Complete/revise/start guides for all parts of the games.
* Permanent, organized homes for the scattered info.
* Make Game Boards
* Make Index(s) of boards and resources for the game.
* Balancing to all aspects of gameplay.
* Make individual tile/units/buildings, and put them into its corresponding sprite sheets.
* Transfer and update everything to sprite sheets.
* Test the game
* Improve the lands
* Hope that Google will add the option to offset object outline positions so the textures can work properly.
* Keep this list updated