Alpha Milestone Document

### Process

We spoke on the first day about changes we would like to see in the game and created tasks for them then on wednesday the 20th we hosted a playtests where 7 people came and tried the game and we wrote down their feedback and created tasks to address their issues.

We prioritised and ordered these tasks and organised our milestones and goals for the Alpha build. We purposefully tried to keep our planned tasks to a minimum as to not overscope and to reduce time spent bug fixing and optimising in the future sprints.

## Planned Programming tasks

* Create tech tree system
  + Button system based off time
* Create resource storage building
* Create worker xp system
  + Increase the amount of resources they gather
* Add fishing
  + Just the same as mining and woodcutting but with different animations
* Add fog of war system
  + Disappears when player units are in range
    - Encourages exploration
* Make the buildings have to be built by workers rather than instant
  + Make building not be able to be built in corruption
* Add house system to increase maximum unit count

## Programming backlog (in order of importance)



