Phase One:

Interior of house

Normal house-like objects and utensils, all can be interacted with/picked up

Second floor accessible that appears/disappears as needed

Needs:

House sprites. Floors, walls, furniture, etc.

System for interacting with world objects.

* When player uses “activate” button, it needs to check what is there.
* Checking the tags of what is there may be the best option.
* This means that ALL objects added need to be checked, so they should have appropriate tags to differentiate them.
* Event system!

Inventory system for picking things up.

* Inventory that can be called up using action key.
* Needs to be on the event system!