Game Plan:

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| Drawing/Styling | Coding | Miscellaneous |
| Draw a background for battle | Flesh out battle system (Death logic, End of Battle logic, different skill behaviour) | Native size of user interface sprites |
| Draw a coherent style for the battle menu (Battle Theme) | Overworld logic for different nodes leading to different scenes | Plan distribution of nodes and rules for appearance of events -> more nuance |
| Draw a menu style for the main menu/pause menu (Base Theme) | Add pause menu to all scenes except main menu | Create/Load character from globals |
| Draw first player sprite | Logic for returning to overworld after event scene | Animations for skill/getting hurt/etc… |
| Draw three enemy sprites | Show progress on overworld + keep stats persistent |  |
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