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~~ | Level System (Scaling, how much exp can be earned, …) |
| Draw Enemy back sprites | Item Menu Logic |  |
|  | Differentiate between player and creature logic |  |