Game Plan:

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| Drawing | Coding | Miscallenous |
| First Battle Background | ~~Prototype Code for Map that leads to battle (Anton)~~ | ~~Scrollable Map (-> Map is 3 times the size of screen) (-> Anton)~~ |
| Icon for Fusion | ~~Load player and enemy character in code from global/file using a dummy game state (Willi)~~ | ~~Correct Upscaling of Sprites without interpolating (-> Anton)~~ |
| Icon for high risk battle (-> Skull?) | How to keep track of the game state (Player character, monsters, stats, etc…) | ~~How to handle Resolution~~  ~~(-> Willi)~~ |
| Icon for boss battle | Persistent settings  (-> Willi) | ~~Top Bar showing Name/LvL/etc.~~   * ~~Dummy bar First~~   ~~(-> Anton)~~ |
| Button Design for Menu | Complete Logic for Pause menu  (-> Anton) |  |
| Button Design for Battle | Implement skill overlay to choose a skill |  |
|  | ~~Implement code to target an enemy (-> Willi)~~ |  |