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) |
| 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 |
| Icon for high risk battle (-> Skull?) | How to keep track of the game state (Player character, monsters, stats, etc…) | How to handle Resolution |
| Icon for boss battle | Persistent settings | Top Bar showing Name/LvL/etc.   * Dummy bar First |
| Button Design for Menu | Complete Logic for Pause menu |  |
| Button Design for Battle | Implement skill overlay to choose a skill |  |
|  | Implement code to target an enemy |  |