

1. Create Git Repository;
2. Build Project;
 - a. Error Grid.cs line 21: newBox dont exist yet.
Solution: moved to line 25.
3. Game Test 1;
 - a. DrawBattlefield not showing players.
Solution: review Grid.cs;
 - i. GridBox currentgrid line 37: always get a new GridBox.
Solution: get the right GridBox from list using LINQ.
 - ii. Rename methods for the right capitalization convention.
4. Game Test 2;
 - a. Characters spawn positions and movement are weird.
Solution: Review Character.cs;
 - i. Change some Properties to Fields (right capitalization convention);
 - ii. Change Fields access level;
 - iii. Add CharacterClass variable;
 - iv. Character constructor is the responsible to assign the variables;
 - v. Multiple battlefield draws calls. Now Only one after all movement;
 - vi. Remove game extra debug comments;
 - vii. Create new Move method;
5. Game Test 3;
 - a. Characters moving to the right direction, but the feedback message is wrong.
 - i. Replace "grids" List with an array for performance.
 - ii. Remove all LINQ usages (generate GC).
6. Game Test 4;
 - a. Movement and the attack detection are off;
 - i. Start reorganizing main game flow at Program.cs;
 - ii. Generic AlocateCharacter method created;
 - iii. Movement was using xLenght for the Y axis.
 - iv. Replace Foreach for For (faster);
7. Game Test 5;
 - a. Damage and end game not working;
 - i. Own character damage was being used;
 - ii. Cant attack or move after dead;
 - iii. Review Feedback messages;
8. Game Test 6;

- a. Changed the grid size and the movement is off again.
Solution: find the right solution for a 8 axis movement;
 - b. CheckCloseTargets not working.
Solution: find the right solution for a 8 axis check;
9. Game Test 7;
- a. All basic features are working;
10. General Architecture Refactor;
- a. Organize Folder Structure;
 - b. Remove generic file Types;
 - c. Create new file for each class/struct/enum/etc;
 - d. Split Classes;
 - e. Renamed methods for better understanding;
11. Add Missing Features;
- a. Character Class Attributes and Skills;
 - b. Search for targets;
12. Using System.Numerics.Vector2 over Integers;
- a. New Movement Math;
13. Readonly and Cons variables;
14. Code Comments;
15. General Review;