**Week 5**

* Continue building core game loop
  + Fill in empty rooms with random generation
  + Randomly place key
    - Modify random path generation for multiple paths
  + Extend to 5 level loop
* Update Monsters
  + Add second monster
  + Refine monster AI

**Week 4**

* Rebuild spell system
* Define core game loop
  + Define win condition
* Begin building core loop structure
  + Add defined exit
  + Add “key” that much be obtained to progress

**Week 3**

* Moving Camera
* Review Turn System
* Single Room Random Generation
  + Place “structures”
* UI Improvements

**Week 2**

* Basic UI
  + Player HP
  + 4 spells slots (Q, W, E, R triggers)
* Playable Components
  + Add monster attack
  + Have 4 basic abilities
  + Add impassable terrain
  + Add basic player death state
* General Refactoring

**Week 1**

* Basic Movement
  + Player movement on a grid
  + Collisions w/ other objects
  + Monster movement on grid
* Basic Object Interaction
  + Spell applications
  + Damage application