**Week ?**

* Begin system and process documentation
* Reiterate on random generation system
* Define room design and asset creation workflows
* oMonster class documentation
* oSpell subsystem documentation

**Week 8**

* Implement inventory system
* Implement equipment system

**Week 7**

* Art, animations, and graphics improvements
  + Implement player sprite
  + Implement wall sprites
  + Explore ground textures
  + Improve casting animation
* Create game structure diagram
* Create system hierarchy diagram
* Design inventory system
* Design equipment system
* Design consumables system

**Week 6**

* Set up source control
* Expand on random map generation
  + Introduce chunk map abstraction
  + Separate object generation steps into tiers
  + Ensure path existence for keys and doors
* Finish core game loop
  + Set up 5 level stage
* Core game loop improvements
  + Current level indicator
  + HP persistence
  + Basic Casting Animation

**Week 5**

* Moving!

**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