**Iteration 1:**

|  |  |
| --- | --- |
| Terrain Generation operational and writing/reading terrain data | X |
| Player Movement, some basic physics implemented | X |
| Camera setup | X |
| Collision Detection |  |

**Iteration 2**

|  |  |
| --- | --- |
| Streaming in biomes as they are needed on screen |  |
| Tree Generation |  |
| Random Enemies spawning |  |
| Basic AI |  |
| Randomized Item spawning |  |

**Iteration 3:**

|  |  |
| --- | --- |
| Populating the world |  |
| World interactions (mining etc) |  |
| Basic crafting |  |
| Advanced Physics (such as liquid physics) |  |