1. Create board
   1. Matrix of symbols or keywords
   2. **Depends on**: none
2. Create board from file
   1. **Depends on**: 1
3. Create card class, and card deck
   1. **Depends on**: none
4. Start Weapon, Room and Player classes to be stored into card deck
   1. **Depends on**: 3
5. Complete above and complete solution class
   1. **Depends on**: 3
6. Create rooms on board
   1. This is more so graphical, board symbols associated with rooms can be used. Room objects could be assigned symbols
   2. **Depends on**: 1,2,3
7. Token types
   1. Weapon position is immutable
   2. Player position can be changed
   3. Board will also hold positions of the tokens
   4. **Depends on**: 1,4
8. Assign token icons for token types
   1. **Depends on**: 7
9. Create player movement on board via tiles
   1. **Depends on:** 7
10. Create player object
    1. Need to make the main functionalities before making the player class
    2. Create main player methods
    3. Create roll method, uses random range between 0 and 6
    4. **Depends on:** All previous
11. Fix board vs room player position
    1. In a room player tokens can stack on a tile, while outside rooms player tokens cannot stack
    2. **Depends on:** 7
12. Create (possibly pixel art) for tiles
    1. **Depends on**: 1,2
    2. Less important