**Technical Stuff**

This will be a list of shit I need to learn and general idea on what the game will look like.

**LEARNING STEPS:**

1. Figure out how to lock the camera to an isometric viewpoint.
2. Add character models
3. Make buildings
4. Create city area
5. Procedurally generate buildings in city area
6. Give characters stats
7. Procedurally generate characters
8. Procedurally generate city areas
9. Add game events
10. Add minimap
11. Add minimap navigation
12. Create character generator
13. Add to this list as I figure out what else is necessary