EMPIRE BUILDER TODO LIST

TODO (OVERALL):

* Players class
  + human
  + ai
    - ai-logic
* Buildings
* Units
* Buttons
* Game Logic
  + end turns
  + unit movements
* right click function when nothing is selected

TODO (UNIT GROUPS):

* Change unit to unit groups to allow grouping of units
  + GameWorld, WorldRenderer, InputHandler
  + Change players to handle unit groups instead of units.
* Display units on the bottom of the HUD, show as unit groups with all the units in the group.
  + (Undecided) limit the amount of units allowed in a group.
* When moving a unit group onto another unit group. The group will merge.
  + Error handling:
    - Two large groups merging.
    - Unit groups merging at the end of turns.

TODO (BUILDINGS):

* When selected, building HUD will show the available options for that building.
* (Undecided) Units and buildings on the same tile.
  + Should units spawn on buildings and can move on buildings?
  + Should units spawn outside of buildings? (requires more conditionals on building placement).
  + Should units spawn at a designated spawning point built by players?
  + If units and buildings allowed on same tiles:
    - Select units first, rightclick to bring up an options menu to select the building.
* Building Input Handling
  + Cannot place a building on top of a building.
  + Cannot select other players’ buildings.
* End of Turn
  + Implement building build times.
  + Implement building build progression

BUGS/GLITCHES:

* Map scrolling is not consistent

IMPROVEMENTS:

* Faster unit pathing algorithm