

## Project Timeline

1. Part A - Basic Maze Explorer Game
  - a. Create the main loop to control the engine/tick rate
  - b. Implementing a maze-generating algorithm with start/end
  - c. Displaying the main character on the board
  - d. Displaying objects
  - e. Displaying tiles
  - f. Ability to control the main character
2. Part B - Converting into Treasure Hunting Game
  - a. Creating other characters
  - b. Creating an NPC movement system
  - c. Creating scoring system
  - d. Creating a winning/losing system