AargRL TODO

1. implement GraphicData class

-read about how pdcurses / ncurses implements colors

-figure out how to define color pairs (have an init function for setting up basic pairs of nonblack colors and black background)

-map out enumerated ColorPairs to the initialized color pairs

-make unit test for graphic data

2a. implement other classes from Class Diagram

- Agent – started

- Item – started

-Tile – todo

- Map - todo

2b. implement unit tests for classes

* Agent
* Item
* Tile
* Map

3. make a main menu

4. plan out how to implement Map class

5. once core elements are implemented, plan out the basic system for drawing the map and any agents / items to the screen, and the basic game loop