

CRPG 2 Timeline | August

	Week 1	Week 2	Week 3	Week 4
John	Weapons* (About 3 per week)			
Andy	Furnace Golem Bomb Miner	Maintenance Bug	Slimes (one for each element) Mushroom Monster	Rock Golem
Daniel	Spells			
Mitchell	Loot	Controls		Editors

*Weapons needed:

- Bow
- Dagger
- Claymore
- Halberd
- Staff
- Hatchet
- Crossbow
- Warhammer
- Mace
- Rifle

NOTE: The first week of September is also planned, but not included in this timeline.