Main

Story:
Beginning
Middle
End
Access FileManager
Progress?
Pass Progress?

FileManager:
Save
Load
Continue
Game+
New Game
Other?

MapNode:
top
left
right
down
hasItem?
hasBattle?
searchNode?
bool searched?

PerryTheParrot:
Helper functions
Aid the user
Check for Errors
Used by anything
with an actual
function?

Level:
Level1
MidGame ->Stroy
Level2
Leveln
send level specs
End game? ->Story

WorldMap:
CreateMap
SendtoBattle->Battle
Send to Pause
Move to next node
Move to next world
Item Found

MainPause:
Items
Hero
pick up
drop
move
exit or save or load

Make sure to upload your code to github.

Battle:
Send to pause
battle options
attack?
defend?
other classes?

BattlePause:
Special
Equip
Use
Hero
return to battle

Alright! Make sure you're all working on your sections. We should have something coming together by next week!