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PLANNING

DungeonManiaController (1 point) — GameController (2 points)

Entities (2 points)

- Buildable (1 point)
  - Shield (1 point)
  - Bow (1 point)
- Player (3 points)
  - Inventory (3 points)
- Collectable (1 point)
  - Arrow (1 point)
  - Bomb (1 point)
  - Invincibility (1 point)
  - Invisibility (1 point)
  - Key (1 point)
  - Sword (1 point)
  - Treasure (1 point)
  - Wood (1 point)
- Enemy (1 point)
  - Mercenary (2 points)
  - Spider (2 points)
  - Spider Spawner (1 point)
  - Zombie Toast (1 point)
  - Enemy Movement (1 point)
    - Mercenary Ally Movement State (1 point)
    - Mercenary Normal Movement State (2 points)
    - Mercenary Scared Movement State (2 points)
    - Spider Normal Movement state (2 points)
    - Spider Reverse Moment state (1 point)
    - Zombie Random Movement (2 points)
    - Zombie scared movement (2 points)
- Static (1 point)
  - Boulder (2 points)
  - Door (1 point)
  - Exit (1 point)
  - Portal (1 point)
  - Switch (1 point)
  - Wall (1 point)
  - Zombie Spawner (2 points)

Goals(2 points)

- And Goal (2 points)
- Boulders goal (1 point)
- Enemy goal (1 point)
- Exit goal (1 point)
- Goal Complement (1 point)
- Or goal (1 point)
- Treasure goal (1 point)

Sequencing:
1. Implement all class files with stub-functions
2. Create JSON extract class for extraction of data and placement on map
3. Implement Player movement + static entities
4. Collectable entities + inventory (collecting items and storing to inventory)
5. Make goal classes and subclasses
6. Implement enemy spawning into map
7. Implement enemy movement states
8. Implement player state and use interface + build interface
9. Implemented battle class to calculate battle information
   o While implementing all the code, JSON file was regularly used for extraction of data and set up dungeon
   o Code was progressively added into GameController and DungeonManiaController