**Badlands**

**Project Plan**

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| Week 6 | 1. Create a large empty map 2. Create the protagonist 3. Create some monsters on the map 4. Make monsters chase the protagonist in sight 5. Battle 6. Create some humans on the map 7. Make humans drop potions and equipment |
| Week 7 | 1. Decorate the map with terrain 2. Create boats on the map |
| Week 8 | 1. Create monsters and humans on the map 2. Tweak the strength of protagonist and the enemies |
| Week 9 | 1. Make interfaces |
| Week 10 – Week 12 | 1. Test, polish and publish |