What we have left that needs to be in the finished product:

* Use items
  + Healing stuff? We need 3 different types of items
* Unit actions need to be animated (it doesn’t have to be fancy, but it has to be animated *somehow*)
  + Movement only? Doesn’t sound like we need an attack animation but it may be good to have.
* Players can see a description somewhere about what an item does.
  + We can put each type of item in the ‘Help Window’ with a description of what it does.
* There should be a computer AI to play against.
  + It doesn’t have to be very smart, but if the player does nothing, the AI should be able to win.