ALL OTHER IDEAS NEW AND THOUGHT OF BEFORE HAND NEED TO BE PUT ON HOLD UNTIL WE HAVE EVERYTHING ACTUALLY REQUIRED COMPLETED. WE CAN ADD THESE AS WOW-FACTORS ONCE WE ARE DONE.

What needs to be in the finished product:

* There is some kind of terrain that restricts unit movement.
  + Need to get the whole movement working properly. No going through walls and things like water affecting spaces around it.
* There are two different (and distinct) maps.
* Interact with the grid tiles in some way (e.g., set a trap, build something, etc.)
  + The attackable spawn eggs we talked about and picking up items.
* 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.
* Single-player games can be saved and reloaded later (after the program has been restarted).
  + We will need another screen after the continue button has been pressed to pick a load state.
  + We will talk about how we want to implement saving.
* Three different game types
  + Need a screen before the difficulty asking what game type the user wants to play.
* 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.

What needs to be finished before anything else is worked on (should be done in the order listed also):

* Rest of the enemy units need to be finished. Images found and everything.
  + This is something that can be worked on along the way. But some units will need to have ‘special case’ conditions that need to be accounted for in the AI (For example the Alpha protector)
* There is some kind of terrain that restricts unit movement.
  + Need to get the whole movement working properly. No going through walls and things like water affecting spaces around it.
* 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.
  + This should only be worked on after movement where tiles properly affect units is working
* Three different game types
  + Need a screen before the difficulty asking what game type the user wants to play.
  + This can be worked on simultaneously with the above two by someone who isn’t working on the above.

Stuff to be worked on after the three things above have been finished:

* Interact with the grid tiles in some way (e.g., set a trap, build something, etc.)
  + The attackable spawn eggs we talked about and picking up 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.
* Single-player games can be saved and reloaded later (after the program has been restarted).
  + We will need another screen after the continue button has been pressed to pick a load state.
  + We will talk about how we want to implement saving.
* Use items
  + Healing stuff? We need 3 different types of items
* There are two different (and distinct) maps.

ALL OTHER IDEAS NEW AND THOUGHT OF BEFORE HAND NEED TO BE PUT ON HOLD UNTIL WE HAVE EVERYTHING ACTUALLY REQUIRED COMPLETED. WE CAN ADD THESE AS WOW-FACTORS ONCE WE ARE DONE.

Also please do not submit broken code or code that does not yet do anything. Test the functionality before you push don’t assume it works.