* Build List of English (UK) Names
  + Female First Names
  + Male First Names
  + Last Names
* Determine how to create, populate, and load SQL tables regarding tables
  + Serf List, Item IDs, Inventory table (Serf ID, Item ID, Item ID

(Serf ID #, quantity, quantity)

* Build List of other culture names.
* Serf Inventory
  + Inventory needs weight limit dependent on age.
* Build sim of one villager interacting with objects and inventory.
* Determine Resources available
* Build time system
  + Ticks per second
  + Determine list of events and when they should occur (What tick)\
    - Determine list of events by start time and end time
  + Insert new events into list of current events
    - Update list to be used.
  + Day consists of 60(?) seconds
    - Serf sleeps for 5 seconds.
    - Serf eats for 5 seconds
    - Serf walks for 10 seconds.
    - Serf chops wood for 5 seconds.
    - Serf stores wood for 5 seconds.
    - Serf chops wood for 5 seconds.
    - Serf stores wood for 5 seconds.
    - Serf walks for 10 seconds.
    - Serf sleeps for 10 seconds.
* Create Graveyard which keeps track of Serf age and cause of death
  + Dead Serfs’ inventories should be returned to family household inventory
* Create scarcity system to determine price
  + Potential calculations for scarcity?
  + Value of resource
    - time needed for serf to acquire resource
    - scarcity of resource