

1. What happens then the edge has been traversed?
2. Time → push it for later on. How much meaning does time have in the game? You're better off keeping track of the steps.
3. Are you removing an edge after an item has been found?
4. If you traverse an edge and the item has already been found, what happens?
5. How does the user know when they find an item?
6. Make sure to separate terminology between back-end and what the user knows. Building vs. Vertex and Edge vs. path
7. Assume the user knows nothing
8. Coordinates → where are these stored?
9. What is the purpose of the game?
10. Why did you decide to make this kind of game?
11. How are you going to display the map on the panel in the GUI?
12. Are you only placing items on edges or are some on the buildings?