

# Project Plan

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## Tasks

### **MUST** Player Controller

Create a player that can move in the four cardinal directions.  
The player can also interact by bumping into obstacles.

### **MUST** Tilemap

Create a tilemap class for rendering the environment.

### **MUST** Collisions

Create the collision framework for tilemaps and entities.

### **MUST** Enemies

Create a generic enemy class with health, damage, and a sprite.

### **MUST** Inventory

Create an inventory for the player controller along with a GUI.

### **MUST** Mining

Add ores which the player can mine by bumping into them.  
(The ore will be added into their inventory)

### **MUST** User Interface

Create a main menu & pause menu for the game.

### **SHOULD** Shops

Create random shops inbetween floors where you can sell your ores for items.

### **SHOULD** More Ores

Add more unique ores to the game, that can be used in the shops.

### **SHOULD** Floor Generation

Create a procedural floor generator that creates interesting caves & dungeons.

### **COULD** More Floors

Add more floors with different visuals, ores, and enemies.

## Planning

Week	Goals	Time Estimate
PoC <sup>28/11</sup>	Player Controller, Tilemap	14 h
Week 1 <sup>05/12</sup>	Collisions	8 h
Week 2 <sup>12/12</sup>	Enemies, Inventory	12 h
Week 3 <sup>19/12</sup>	Mining, User Interface	12 h
Week 4 <sup>26/12</sup>	Shops, More Ores	10 h
Week 5 <sup>02/01</sup>	Floor Generation, *More Floors	20 h