Checklist

Feb 4 ( Previous week )

Already Done

* Blitted an appropriate background
* Chose a sprite for a citizen
* Did a citizen animated
* Implemented one resource collection function with animation( goldmining)
* Implemented button sensitive citizen creation from home base
* Implemented mouse control of citizens

To Do:

* Finish resource collection functions
* Refractor code
* Implement graph-based path selection of citizens
* Prevent citizens from colliding/merging into each other

Feb 11 (this week)

Already Done:

Refractor code

Prevent citizens from colliding/merging each other

Partially do the walking animation

Fix number of people allowed to mine( basic AI)

Improve selection mechanism of citizens

Started resource register

TO DO:

* Finish resource collection features
* Finish Resource register
* Path finding
* Construction of buildings