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 (previous 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

**Mar 4th 2022 ( This week )**

Already Done:

Finish resource collection features

Finish Resource Register

Construction of Barracks( as well as code blueprint for building other buildings)

Partially Animated Rifleman

Partially implemented shooting ( mechanical)

Dummy Enemy ( for testing)

Simple Rifle bullet

Multi selection of units (needs improvement)

**To Do:**

Finish Animating Rifleman

Add intelligence to the Rifleman ( so that it shoots when an enemy gets closer)

Join economic and military production ( so that one could only make soldiers based on how much resources are available)

Refractor, clean up code to more efficient segments/classes

Improve multiselect ion reduce selection overlap ( where colliding collision rectangles make it impossible to select units in certain positions).