**Code Plan:**

**Stage 1 (week 1 – 1.5)**

**(finished)**

1. GameManager +
2. GameState: mapstate, playstate, battlestate +-
3. Map contains Room contains Tile +
4. Player +
5. InputManager +
6. CollisionManager +
7. AssetSetter +
8. Camera +
9. Entity, Body, Object, Mob, GroupMember +-
10. A\*Pathfinding
11. UIManager
12. Other gamestates: menustate (substates: inventorystate) **(смотр. Globals.GameState)**

**Stage 2 (week 2 – 2.5)**

**(finished)**

1. Sprites and Animations
2. In-Game menu
3. Config Management
4. Main Menu
5. NPC and Interractions
6. Inventory Management
7. Quest Management
8. Dialogue Management
9. SaveManager +- **(смотр. Globals.mapReader)**
10. Other fixes

**Stage 3 (week 2.5 – 4)**

**(current)**

1. NPC trade, quest giving and attack choices
2. battle GameState
3. Pathfinding fix

**Stage 4 (week 4 – 5/6)**

1. MapEditor project
2. Resize Animations
3. Game Balance fixes
4. Options menus and config handling
5. Extras menus
6. In-Game map UI Local/Global
7. Global map travelling
8. Global map random encounters