

Deadlines

personal deadlines every week

Week 36

- initial unit structure ✓**done**
- sprites, animations ✓**done**
- unit state machine ✓**done**
- camera system ✓**sortadone**

Week 37

- Item, containers and equipment systems ✓**sortadone**
- Item database + attributes ✓**sortadone**
- Consumables

Week 38

- Implement all weapon types (swing, stab, ranged)
- Finish item system for weapons
- Fleshed out combat system (screen freeze, animations, knockback)

Week 39

- Health, Stamina
- Slow down time??
- Sprint?
- Block?

Week 40

- Simple AI
- Lets make the game xD
- Create arena?

Week 40-41

- Flesh out systems
- UI improvement