Scope of the work:
WASD-movement
       using map grid, realtime movement
Combat Screen
       Command window
              list of different moves
       Turn Based
Player Character
       Stats
       Skills
       inventory
       hitpoints/mana/xp
World interaction
       picking up items
       open doors etc.
       enemies
              static
              combat starts when entering line of sight
              random encounters when entering bushes
              HP/Damage/XP/Drop table
       NPC
              buying items with xp
              dialogue

player can pick/make his own player character (stats etc.)
game ends after defeating final boss

- Features and functionalities:
WASD-movement in real time, camera angle from above
battles are turn based, separate combat screen.
world contains items, enemies and npcs
game has storyline and you can have dialogue with npcs
defeating enemies grants experience which allows leveling skills and unlocking new abilities

High level structure of the software:

Main:
      creates new game
GameState
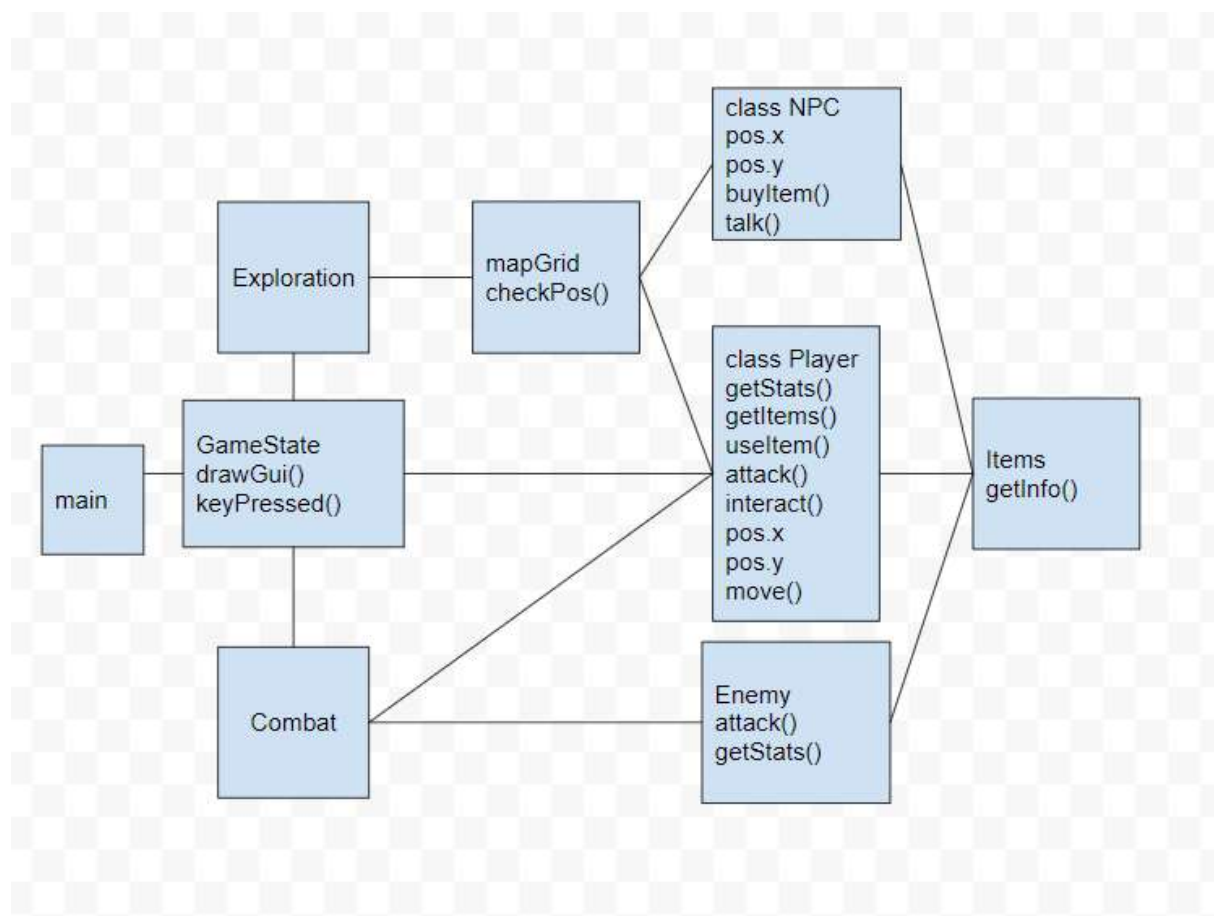   draws gui and reads user input and parses it with commands
Classes:
      Player
      Enemy
      Item
      NPC
      Map Grid

External libraries:
SFML
possible sound and graphic libraries

Division of the work:

Adventure:
Joonas:
Adventure GUI
reading input and character movement
player character
Samu:
NPC, shops and shop GUI
Buying, finding and using items
Map structure
items and enemies on the map

Combat:
Tommi:
Enemies, Combat GUI
Battle actions
RNG
Jaakko:
Storyline
Level, XP and skills
music and sound effects

Planed schedule and milestones:

Friday, 17.7: Project plan submitted to git

Monday 20.7 meetup (työvaiheiden tarkasteleminen)

Friday 31.7: base game and classes ready

Friday 14.8: working GUI

Friday 21.8: Game ready, Playtesting

Friday 28.8 : Project deadline

Every Friday: weekly meetup and