

Progress report #4 - 26.03.18

Planned activities

1. Add a minimap to the interface
2. Make a quest
3. Add player trading
4. Define where area music plays in toolkit

Not completed

1. Because of the refactoring done:
 - a. player trading was pushed back
 - b. did not do anything with area music

Completed work

2. Implemented the minimap, although it needs some polishing later
3. Made the first quest, and started on the second
4. Refactored skeletal animation in framework, as it wasn't flexible enough
 - a. Improved the game's character renderer, for both flexibility and performance
5. Added equipment interface
6. Fixed a bug with cursor updates, and at the same time made it so pointer cursor appears when hovering certain interface elements
7. Refactor context menu slightly
8. Character objects now has Y coordinate set to the elevation of the tile
9. Added some random movement to characters

Some videos:

- <http://einheri.xyz/files/client-1.mp4>
- <http://einheri.xyz/files/editor-1.mp4>
- <http://einheri.xyz/files/editor-2.mp4>
- <http://einheri.xyz/files/editor-3.mp4>