IE303612 Bacheloroppgave
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Progress report #3 - 12.03.18

Planned activities

1. Persistency - write/read player data from database
2. Quest system
3. Pathfinding
4. Start on combat system

Completed work

1. Refactored network code to make it simpler
2. Using libpq in server to read to and write from the database
3. Added quest system with editor for quests
4. Added pathfinding
    a. Also added tile flags, such as "solid", which can be set in editor
5. Started on combat system
6. Refactored object system slightly