

Progress report #1 - 12.02.18

Planned activities

1. Add inventory and equipment
2. The client should download new updates from the server on launch
3. Finish world editor
4. Make a simple website where you can sign up and download the game
5. Conduct the first feedback poll

Completed work

1. Added inventory and equipment interfaces and functionality
 - a. Includes adding right-click context menu
 - b. Item container has add/remove events, which UI renderer listens to
2. Added autotile and objects placement in world editor
 - a. Objects now saved to file, unlike before
3. Added auto-update feature
4. Made a simple website where you can sign up and download the game
 - a. Users stored in postgresql database
5. Conducted the first feedback poll
 - a. Some days late according to plan, to allow for some features to be added
6. Added tabs interface to change between inventory, equipment, etc...
7. Added sky color and fog
8. Finished item and object definition systems
9. The world object container now communicates with the renderer (add/remove)

