Larger Systems to Complete (in more or less the order we should tackle them)

* HUD / Status Indicators
  + In game clock/time class
* Inventory, Inventory interaction, dropping items into the world
  + Item icons
  + Stacking items
* Equipping Items, using them (hunting/combat)
* Gatherables – trees, rocks, fruit/berries, spawning
  + Looting system
* Huntables – rig, anim, path, behavior, drops, spawning
* Crafting – item combination (HUD system?)
* Shelter Building
* Terrain and Environment