Priority Stages - the more stage the more nice to have...

Stage 01

World Map
- Random Generation
- Movement
- FOW
- Opponent Spawn

Round-based

Combat
- World Map (CIV like)
- Combat Map (Age of wonders like)

Stage 02

Inventory
- Items
- Collectable — Loot
- Food/Hunger

Stage 03

Collect (from map)

Stage 04

Crafting
- Camp
- N Resource -> Item

Stage 05

Skills/XP

Magic/Spirit

Village

Quests