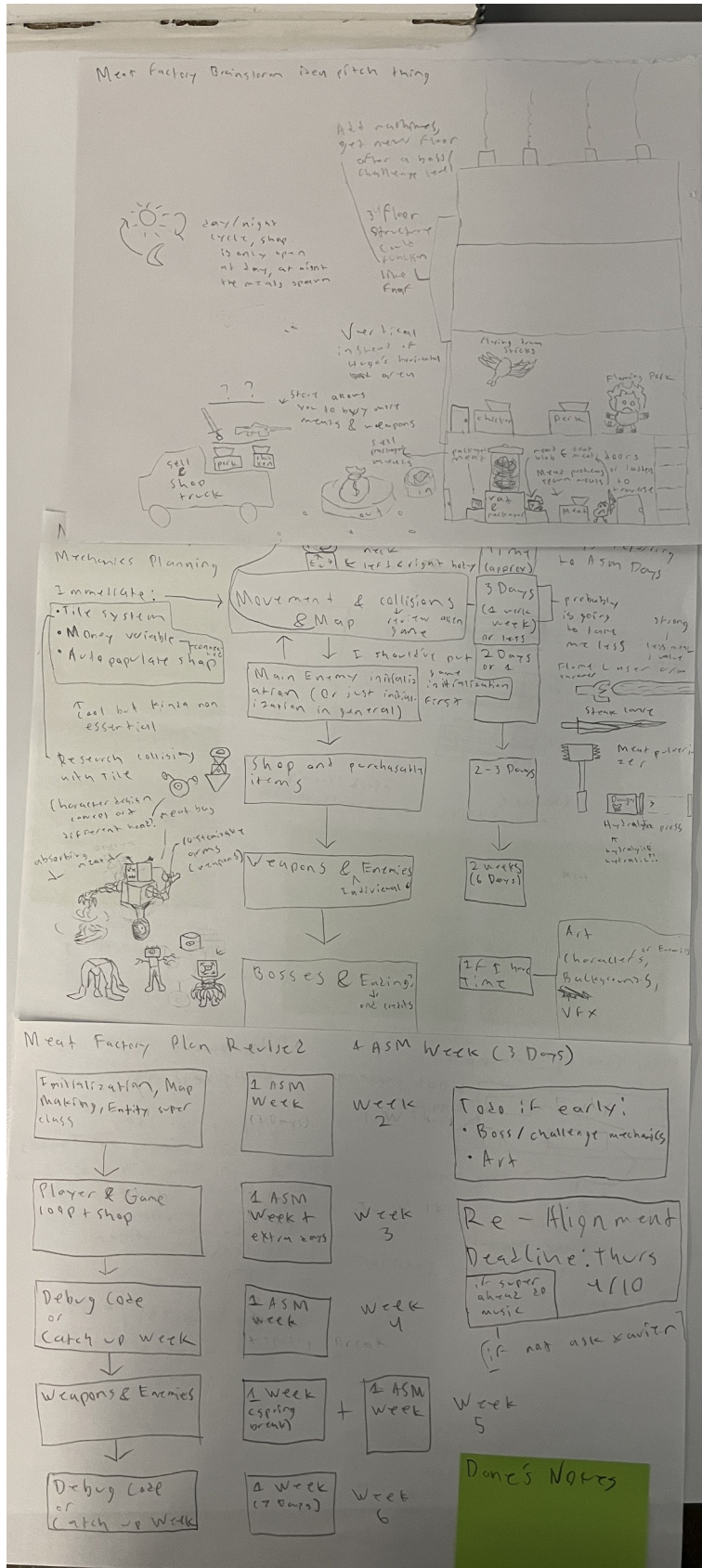


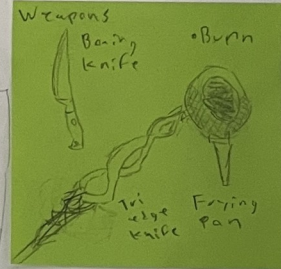
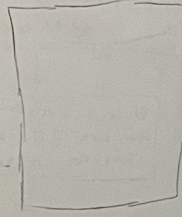
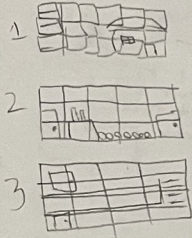
Plans to get done before or by Week 6:

Create Inventory and Tile Building Mode -> Character & Shop -> Debug -> Weapons & Enemies  
 ->Debug ->Early stuff



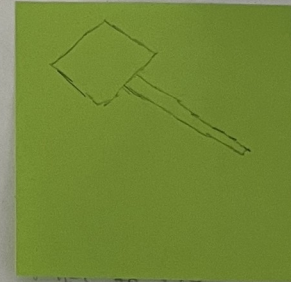
Map → figure out automatic floor layout, use the rules and load and use them.

Room Layout I.D.

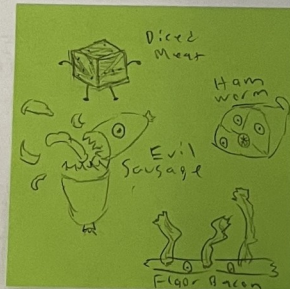
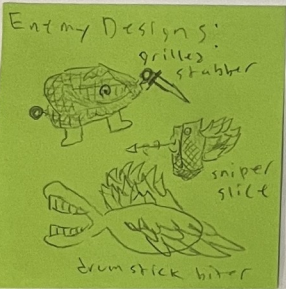


choose (Rooms \* 3) + 1

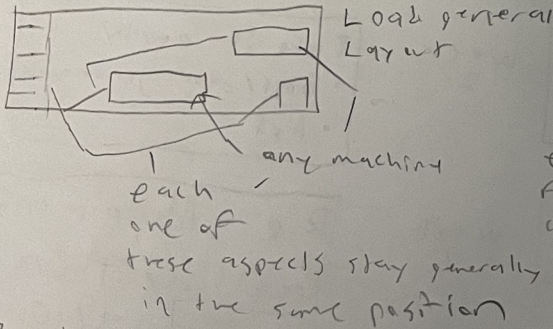
insert (room) into floor plan



some call be interesting



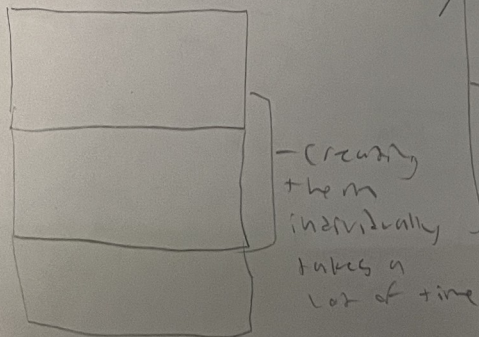
Floor loading strategies



Filt loading system

- Needs testing
- If it can copy event sheets or layouts would allow a bigger floor layout, allow floors to run asynchronously would be even better
- just create super

Pre loaded Floors



Shares same problem

← Easiest, think about efficiency later