Sub Tasks

* Get a map displaying in app
* Allow user to interact with map. Zooming & moving (once the game begins map will be static)
* Selection of area to be used for game
* Identify roads from the selection
* Allow user to control a character – display instructions
* Restrict character movement to roads
* Design User Interface
* Create enemies
* Create enemy AI
* Force AI to stay on roads
* Object gathering
* Win/Loss condtions