

# Character Panel Idea

## Goal

Connection with characters, and better understanding who's doing what and where (*I was losing track of villagers*)

## Ideas

1. Add an expandable collapsable Div that shows who is working on what for each area
2. Tool tip on hover for character name
3. Single clicking character portrait selects unit
4. Double clicking character portrait takes camera to unit
5. Can drag portraits to different sections to reassign tasks

## Possible Issues

1. Scaling - too many villagers on a task. Whats the expected amount of people in engame?
2. Would require a div/section for every possible profession, I think this is missing right now and needed anyway- but could make this too tall vertically, might need multiple pages - might get kind of clustered ?
3. The way I have it now- the icons are kind of small , but could be fleshed out depending on spacing in engine.

