Bellow are the following tasks that need to be done before Isaac and I return from the Robotics Huntsville Competition.

Wednesday(14)

* Have the tiles scale to the screen
* Solve screen size issue (create a setup mode for when first running the game)
* Fix too many sounds being played above the 256 limit causing errors

Friday(16)

* Andrew Breedlove and Alex will create levels (in Json) to display on the screen
  + At least one
    - Demonstration level
    - Test your skills
    - Original level
* Once these are completed logic can be done for collision with mario, tiles, and entities