Order of Lessons

* Setting up Scene
  + Choosing blank slate template
  + Adding objects to world
  + Naming conventions
  + Navigating world (moving camera)
  + Reversing mistakes (ctrl z)
  + Resizing
  + Rotating
  + Adding object markers
  + Adding camera markers
* Adding dialogue (HippoAudioExample)
  + Using ‘say’ command block
  + Modifying duration appropriately
* Adding audio clips (PirateAudioExample)
  + Using ‘play audio’ command block
  + Importing audio from sound gallery
  + Downloading compatible audio files from internet (.wav & .mp3 only)
  + Converting audio files to .wav and .mp3
  + Changing duration of audio source
* Animation & Event Listeners (GardenEvntListnEx)
  + Directing Camera animations
  + Setting vehicles
  + Adding collision event start/end listeners (walking up/down bridge)
  + Adding proximity event start/end listeners (flowers changing colors)
  + Adding key press event listeners