Plan for Project 30

1) Set up Development Environment with Android Studio and LibGDX
2) Build First Example Game with Catching Waterdrops
3) Design Potential Environments for Games (Start and Finish)
4) Design those environments in Android Studio with LibGDX tools
5) Create entity that user can control and move around in obstacle course
6) Read up documentation on LibGDX Ai (Pathfinding)
7) Develop bot that completes obstacle course by itself through training
    a) Train bot through multiple obstacle courses
8) Add additional features if time permits