3- high priority, 1- low priority

* Prop (2)
  + Handle inanimate objects
  + handle dumb AI
  + walls and stuff
  + print text
* Story (2)
  + have a bunch of int-rects
  + handles text tiles
  + handles new room tiles
  + inventory stuff (i.e. books)
  + needs to have a function for checking position of the texture of the objects in the other classes
  + holds act and room
* Puzzle (1)
  + clean code
  + add
* Character (1)
  + draw animation
  + clean code
* Main (3)
  + change functions to objects
  + general redesign
* Doors (3)
  + option 1
    - if door is closed has collision rect that covers the new room tile and story checks everytime you press interact for new room tile
  + option 2 (preferred)
    - door has same col-rect for open and closed and if you press interact and the door is open, it send you to story
* saving and loading (3)
  + file 1- act X
    - has defaults for each act
    - multiple files (1 per act)
  + File 2- Settings
    - holds settings
    - used to create window (requires individual check)
  + File 3- Character info, Story and Puzzle states
    - char
      * stuff
    - puzzle
      * stuff
    - story
      * stuff
* Level design (2)
* art (1.5)