3- high priority, 1- low priority

* class Fileable (2.5)
  + ~~figure out wat do~~
  + define saves and loads for everything
* Prop (2)
  + ~~Handle inanimate objects~~
  + handle dumb AI (maybe)
    - new class for AI with more functions, similar to character, maybe an idle animation (janitor sweeping, cogs turning), maybe varying interact text dependent on some state
  + walls and stuff
    - cutting out textures
  + ~~print text~~
* Story (2.5)
  + ~~have a bunch of int-rects~~
  + ~~handles text tiles~~
  + ~~handles new room tiles~~
  + inventory stuff (i.e. books)
    - option 1
      * bool array in story
    - option 2
      * "picking up items" sends you to a new room, progressing the story
  + 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~~
  + finish
* ~~Doors (3)~~
  + ~~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- Character info, Story and Puzzle states
    - char
      * stuff
    - puzzle
      * stuff
    - story
      * stuff
    - settings
      * holds settings
      * used to create window (requires individual check)
* Level design (2)
* Story editing (2.5)
* art (2)
* ~~class utility~~
  + ~~line shape (2.001)~~
  + ~~curve shape (2)~~