Met in BA for 1 hour on Feb 29. Ken, Will, Laith, Laura present.

- Looked over current code and discussed....
- One monster disappears per question
- Monsters will fall down game screen
- Scores correspond to difficulty
- Mini lectures before question - make each lesson as a colorful image, decide when are where to display later
- Use buffered image in enemies/monsters class
- Gamearea class that extends JPanel
- Note proper syntax for adding questions to xml questions file