Friday February 26

-1 hour will, laith, kaeto

- discussed content needed for the next phase
	-> window, screen
	-> questions -> proposed a question generator -> stored using xml/Json
	-> enemies -> using bufferedimage -> painted to just move vertically for now
	->timer
	-> pause
	->player input through text area, must be stored and checked

Since the screen is the most integral part of the project
-> Made a "concept" for the screen collaboratively
	-> used netbeans to visualize the screen
	-> finalized concept
		-> had group member commit to repo the concept
		-> set plans to refine the screen as needed

- broke roles down for distribution of work
	-> someone will work on
		-> input
		-> graphics
		-> database