Green: People that are talking about the subject

Orange: Person that is showing off the game

Things to talk about:

* Game Design:
  + Tutorial (Myles, Kevin) (Hudson)
    - Layout (Kevin)
    - Notifications (Myles)
    - Rooms (Myles)
  + Map (Hudson, Matthew)
    - Town (Matthew)
    - Landscape (Hudson) (Matthew)
  + UI (Hudson)
* Tech:
  + Tutorial (Hudson, Myles)
  + World generation (Hudson)
  + AI (Myles)
  + UI (Hudson)
    - Inventory
    - Crafting
    - HUD
    - Menus
  + Weapons (Hudson)
  + Movement (Hudson)
  + Saving/Loading (Myles, Hudson)
  + Debug Console (Hudson)
* Art:
  + Enemies (Myles, Matthew, Kevin) (Myles)
  + Player (Matthew)
  + Terrain (Matthew)
  + Weapons (Kevin)
  + Font (Hudson)
* Sound:
  + SFX (Hudson, Matthew, Kevin)
    - Footstep Sounds (Kevin)
    - Shooting/Drill Sounds (Hudson)
    - Item Sounds (Matthew)
  + Music (Matthew)