

6/11/2015	Nathaniel	Jack	Corey	Milton	Kevin	ToDo
Things we are working on		Add buttons sound	Level description before game		Add level description field for instructions before each level	Update UI (only editor, message boxes)
		finish buildings in maze, redo collision	Redo background so it uses a free image		Create 3 minigames	Editor allows object selection
		scale objects on mobile			Add "destroys on collision with ID" attribute	Button Click Sounds
		scale font on mobile			Add "objects of ID are destroyed" win condition	collision with other objects
		add background sound to maze			Add lose condition if objects of ID fall below the screen	Make a way to lose the maze
Problems		change volume, and sound on/off through options				Make Game clock not display if it is not initialized
				following still looks pretty bad		Flesh out options screen
				running mechanics kinda buggy in weird situations		on create sounds
						on destroy sounds
						Screen Transitions(quiicker)
What we have accomplished						Final Requirements
	The maze ends when you save all the children	Maze level completely finished	Fact text added to transition screens	kinda improved following	description field, getter, and constructor updated	Priority
	It also resets when you go back in	Set objects to scale 3x on mobile devices	Facts provided by TGC added	player running mechanics correspond to direction of travel	Add "destroys on collision with ID" attribute	X Finish maze collision
	You can use a back button to the main screen	Set font to scale on Android so it's readable.	Level description displayed before mini-game		Add "objects of ID are destroyed" win condition	3 finished minigames
	It lets you know after games if you won or lost	Added sounds to buttons	New, free background added		Add lose condition if objects of ID fall below the screen	X Finish maze buildings
	The maze screen now lets you know of a victory	Maze background sound	Transparent background added to labels		1 Minigame completed: Fruit Catch	X Finish maze roads
					Added hero sprites, 4 directions, walking animation sprites	X Finish maze background
					resized hero	X Company logo splash screen
					Fixed objects remaining after deletion	Working gameplay flow
					Game clock now initializes off of enums instead of static code	X Kids follow in maze
					Objects positions now scale with screen size	remove minigame jitter during curtain call
						X games are won/lost
						games displays win/lose messages
						X maze is won by going to the maze
						X reset maze after winning
						X ui sounds
						X maze background music
						X Faster curtains with fact text bubble
						Afterwards
						Remove unused code, debug code, fix as many warnings as possible
						Editor functionality/UI work