6/1/20	015 Nathaniel	Jack	Corey	Milton	Kevin	ToDo
Things we are working on						
	xml file is written correctly	Android back button to go to home screen		Sample Maze	Refactor GameObject for Listeners	Editor allows object selection
		Objects remain clickable after stage resets			Refactor XML_Reader for Listeners	tilemapped maze
					Refactor XML_Writer for listeners	collision with other objects
Problems						
		have to wait to test the android back button functionality		need to find textures	need to think about how to organize this with moves ar	Engine will load game packs
				make textures ito acceptable maze		
						Flesh out options screen
						on create sounds
What we have accomplished						on destroy sounds
	Editor has checkBox for destroy	level resets correctly		Test maze appears	Refactor GameObject for Listeners	AssetManager
	Editor attribute window size adustments			sprite moves around maze on click	Refactor XML_Reader for Listeners	
	Exports the inputListener				Refactor XML_Writer for listeners	
	Got an ios simulator running					
	All atttributes have a checkbox					