

6/10/2015	Nathaniel	Jack	Corey	Milton	Kevin	ToDo
Things we are working on						Update UI (only editor, message boxes)
	Ending the maze when the packet is complete	Integrate the new maze, with correct collision and sprite size		Maze mechanics:	Implement MovesOnSetPath	Editor allows object selection
						Button Click Sounds
						collision with other objects
Problems						
		children positions are slightly offset from where they should be				Flesh out options screen
		children follow offset				on create sounds
						on destroy sounds
						Screen Transitions(quiicker)
What we have accomplished						Final Requirements
	The TGC_Engine now handles the levelSelction and knows if the level was completed or not from the ScreenLevel	New Maze integrated Sprites scaled down correctly	Curtains move faster Curtains pause	Children drawn as sprites on top of maze children follow user around	MovesOnSetPath implemented Cleaned up most Eclipse Warnings Fixed issue with GameObject constructor	Priority
						Finish maze collision
						3 finished mingames
						Finish maze buildings
						Finish maze roads
	Child will only follow if the game is won	collisions offset correctly	Company logo splash screen	Got the kids to teleport		Finish maze background
	The maze won't end but the minigame triggers (triggered!) ar disabled	Helped Corey with message screens	Button added to transition screen and it moves to th next screen when clicked (works on all screens)	Kids now stay at the center and knows when they are all safe		Company logo splash screen
						Working gameplay flow
						Kids follow in maze
						remove minigame jitter during curtain call
						games are won/lost
						games displays win/lose messages
						maze is won by going to the maze
						reset maze after winning
						ui sounds
						maze background music
	Got the kids to teleport		No more gap in curtains.			Faster curtains with fact text bubble
	Kids now stay at the center and knows when they are all safe		Fact text added to transition screens.			
						Afterwards
						Remove unused code, debug code, fix as ma warnings as possible
						Editor functionanility/UI work