

6/9/2015	Nathaniel	Jack	Corey	Milton	Kevin	ToDo
Things we are working on						Update UI (only editor, message boxes)
		Helped with maze children following after minigame	Get rid of gap between curtains	Maze mechanics:	Fix object collisions	Editor allows object selection
		Helped with collision	Add button and text bubble when curtains stop		implement collisionWithObjectWin	Button Click Sounds
						collision with other objects
Problems						
	Legacy code for the conditions, but all is well now	children follow, but only in straight lines, and they snap to new locations	When delay happens, there is a small gap in curtains			Flesh out options screen
						on create sounds
						on destroy sounds
						Screen Transitions(quicker)
What we have accomplished						Final Requirements
	Levels now have a timing variable, the clock resets to the var	Helped with maze children following after minigame	Curtains move faster	Children drawn as sprites on top of maze	Collisions are presentable	Priority
	The crash when you lose feature is no longer implemented	Helped with collision	Curtains pause	children follow user around	Implemented collisionWithObjectWin	Finish one maze (bground, texture loading file
	Levels use there given win/lose conditions					Company logo splash screen
	When a packet completes, return to maze					Working gameplay flow (kids follow, win/lose games, return to center
	An object can now spawn from a timer, but the listener isnt working					Faster curtains with fact text bubble
						Afterwards
						Remove unused code, debug code, fix as ma warnings as possible
						Editor functionality/UI work