6/3/2015	Nathaniel	Jack	Corey	Milton	Kevin		ToDo
Things we are working on							Update UI
	Get attributes to write correctly allllll the time	Android back button to go to home screen	Apply curtain transition to all screens	umm	fix bounceoffedgeofscreen		Editor allows object selection
	Maybe fix how the buttons are going to be initialized and w	Work on bouncing attribute			Detect collisions		
		Work on Curtain Call			Make objects actually collide		collision with other objects
		Reset objects initial velocity					Engine will load game packs
Problems							Flesh out options screen
	Difficulties resetting the check boxes	Android back button just 'pauses' app	Viewports can scale images strangley...	initial crappy maze only			on create sounds
	Making sure that each object has its own attribute	Figure out how to slide in and out the curtain					on destroy sounds
							Screen Transitions
What we have accomplished							
	Attributes are kinda exported out correctly	Static curtain transition works	Viewports scale according to aspect ratio	Players move around maze on swipe	Fixed bounce off edge of screen attribute		
	Filled out the empty attribute methods	Bouncing works(Kevin)	Options screen has slider	Player cannot leave maze area	Collisions are now detected!		
		curtain call works (mostly)		Maze collizion completed			
				Minigames triggered from position on maze			
				games not triggered from same position twice			