5/20/2015	Nathaniel	Jack	Corey	Milton	Kevin		ToDo
Things we are working on							Create an XML writer
		Helping Milton with input management	Making Asset Manager to handle loading	GameClock class	XML_Reader class		Editor exports xml file
	Create a selection box	Character Creation Screen	Make all screens use the asset manager	Requirements Memo	GameObject class		Editor allows object selection
		Saving character data		UserInputProcessor Class			
		Loading saved character data					
Problems							Editor allows object manipulation
	Not many examples for the selBox	Not sure how to set up different actions when give	Have to be careful when using the asset manager.				Engine will load game packs
		the same input, across different characters throug	If it is called incorrectly, or something isn't properly				Engine will display loaded screen
		xml	instantiated, it throws a null pointer exception				Flesh out options screen
							Design win conditions, how they will work
							Figure out how win conditions will be set
What we have accomplished							
	Enums for object textures		Commented HTP and Main Screen		Finished Implementing WinEnum and Lose Enum		AssetManager
	Have extended GameObject class for spawnObjects		Removed the main screens dependence on root table		Refactored Level to use Win/Lose Enums		
	Commented and slightly refactored the Editor Screen		Have asset manager creating a loading screen for		Refactored XML_Writer to use Win/Lose Enums		
	Made a quick back button for the Options screen		before the main screen		Refactored XML_Reader to use Win/Lose Enums		
					Added new attribute for testing		