

5/19/2015	Nathaniel	Jack	Corey	Milton	Kevin		ToDo
Things we are working on							Create an XML writer
	start using game object in the editor	Refactoring Screens for consistent naming	Refactor UML	GameClock class	XML_Reader class		Editor exports xml file
		Making ScreenManager to handle Screen switche	Design Document	Requirements Memo	GameObject class		Editor allows object selection
		Refactor UML	Making Asset Manager to handle loading	UserInputProcessor Class			
Problems							Editor allows object manipulation
	Scale issues w/ images and screen		Asset Manager can't use animation properly	InputProcessor does not connect			Engine will load game packs
	Creating a select menu for objects		Splash screen displays behind main menu	Actors to events (or do anything)			Engine will display loaded screen
	objects not being drawn where they should be						Create options screen
				GameClock not integreated to rest of system just yet			Design win conditions, how they will wor
							Figure out how win conditions will be set
What we have accomplished							
	Grid should be across whole screen, have not tested androi	Screen manager now handles screens	How to Play screen	GameClock should be able to tell			AssetManager
	Objects now draw in correct grid square	ScreenEnums correctly calls screen constructors	Made MainScreen its own screen	how long the user has been playing			
	Border for button so objects aren't drawn behind	Refactored screen class names	Splash screen to be displayed during loading	their game, along with how			
	Cleaned up the code some, reordered the methods			much time is remaing for the			
	Different size objects can be drawn no problem			current minigame			
				Lets us set time limit for each minigame level			