6/-	1/2015 Nathaniel	Jack	Corey	Milton	Kevin	ToDo
nings we are work	ring on					Update UI
		Javadocs	Apply curtain transition to all screens	javadoc stuff	Fix object collision so that objects dont continually collide	Editor allows object selection
		Speed up curtain		maze stuff	Add SpawnObjectOnTimer	
		Fix black background of curtain in transition			Javadoc	collision with other objects
		Reset objects initial velocity			refactor for SpawnObjectOnTimer	Engine will load game packs
blems						Flesh out options screen
	Difficulties resetting the check boxes		Viewports can scale images strangley			on create sounds
	Making sure that each object has its own attribute					on destroy sounds
						Screen Transitions
at we have acc	omplished					
	JavaDoc (link allIII the things)	Android back button works	Viewports scale according to aspect ratio	All minigames have default 10 sec to win	Javadoc	
	Got level background image to draw	Lots of JavaDoc	Options screen has slider	if you cant win a game it returns to main		
	Attributes now always write properly	Curtain Speed Fixed		gamesscreen and will let you try again		
	Checkboxes will no longer have change listeners	Corey fixed black curtain stuff		Players sprite reappears on maze after		
				triggering a game in the correct position		