5/20/2015	Nathaniel	Jack
Things we are working on		
		Finish refactoring screen management
	Create a selection box	Merge Screen Mngmt branch with master
		Resize level packets screen
		Make level packets screen scrollable
Problems		
	Not many examples for the selBox	
M/b at la avec a consulia base		
What we have accomplished		Defeative and all the covering for covering management
	Enums for object textures	Refactrored all the screens for screen manageme
	Have extended GameObject class for spawnObjects	Merged branches
	Commented and slightly refactored the Editor Screen	Level packets screen scrolls, and is sized correctl
	Made a quick back button for the Options screen	

Corey	Milton	Kevin	
Refactor UML	GameClock class	XML_Reader class	
Design Document	Requirements Memo	GameObject class	
Making Asset Manager to handle loading	UserInputProcessor Class		

ToDo	
Create an XML writer	
Editor exports xml file	
Editor allows object selection	
Editor allows object manipulation	
Engine will load game packs	
Engine will display loaded screen	
Flesh out options screen	
Design win conditions, how they will work	
Figure out how win conditions will be set	
AssetManager	