6/11/2015	Nathaniel	Jack	Corey	Milton	Kevin		ToDo
Things we are working on							Update UI (only editor, message boxes)
	JavaDoc	match options with sound			Make Salad Minigame		Editor allows object selection
		JavaDoc			Make another Minigame		Button Click Sounds
		warnings			Make object velocities scale with screen size		collision with other objects
					Add more sprites		
							Make a way to lose the maze
							Make Game clock not display if it is not initialized
Problems							Flesh out options screen
				following still looks pretty bad	Issues with object positioning in game, fixed		on create sounds
				running mechanics kinda buggy in weird situations	Had to refactor some .xml formatting		on destroy sounds
							Screen Transitions(quicker)
What we have accomplished							**Final Requirements**
	Made it so that the minigame recs clear	Options now control sound	Fact text added to transition screens	kinda improved following	Make Salad Minigame		**Priority**
		Sounds start out on and at .75f by default	Facts provided by TGC added	player running mechanics correspond to direction of travel	Refactored .xml formatting with levelgoals	x	Finish maze collision
		Game will not keep track of options when restarte	Level description displayed before mini-game	clock doesnt display when its not needed	repositioned objects upon game start	x	3 finished minigames
		JavaDoc'd quite a bit	New, free background added		Object Velocities now scale with screen size	x	Finish maze buildings
		Removed most warnings, till people added more	Transparent background added to labels			x	Finish maze roads
		Fixed positional scaling	Label displayed when			x	Finish maze background
		Helped fix lose conditions	Character with flying affect added to background			x	Company logo splash screen
		Helped draw hearts to screen				x	Working gameplay flow
		Helped Kevin learn to Gimp				x	Kids follow in maze
						x	remove minigame jitter during curtain call
						x	games are won/lost
						x	games displays win/lose messages
						x	maze is won by going to the maze
						x	reset maze after winning
						x	ui sounds
						x	maze background music
						x	Faster curtains with fact text bubble
							Afterwards
							Remove unused code, debug code, fix as many warnings as possible
							Editor functionanilty/UI work