Project To-Do List

1. Flesh out all classes with the planned properties and methods.
   1. Check that it works
   2. Rewrite code, then repeat until true
2. Complete inter-class functionality
   1. Check that it works
   2. Rewrite code, then repeat until true
3. Determine how to store word lists
4. Finish menu interface
   1. Check that it works
   2. Rewrite code or alter UI components, then repeat until true
5. Allow properties to be applied using the UI
   1. Check that it works
   2. Rewrite code or alter UI components, then repeat until true
6. Allow games to be affected by properties
   1. Check that it works
   2. Rewrite code, then repeat until true
7. Figure out how to get everything to function from within a single class
   1. Check that it works
   2. Rewrite code, then repeat until true
8. Finish Flash Cards
   1. UI
   2. Code
      1. Check that it works
      2. Rewrite code, then repeat until true
9. Finish Choices
   1. UI
   2. Code
      1. Check that it works
      2. Rewrite code, then repeat until true
10. Finish Countries
    1. UI
    2. Code
       1. Check that it works
       2. Rewrite code, then repeat until true
11. Finish Sentences
    1. UI
    2. Code
       1. Check that it works
       2. Rewrite code, then repeat until true