**Task List – 10/10/12**

* Implement Textures.cs
* Implement Backgrounds.cs
* Implement Physics.cs
* Implement Character.cs
* Implement Player.cs
* Implement Enemy.cs
* Implement AI.cs
* Implement Weapon.cs
* Implement Bullet.cs
* Implement Event.cs
* Implement Levels.cs
* Implement Dialogue.cs

**Priority**

* Backgrounds.cs
* Physics.cs
* Character.cs
* Player.cs

**Secondary**

* Texture.cs
* Enemy.cs

**Done**

* Tiling.cs
* Camera.cs