**Task List – 10/4/12**

* Implement Textures.cs
* Implement Backgrounds.cs
* Implement Tiling.cs
* Implement Camera.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 Level.cs
* Implement Dialogue.cs

**Priority**

* Textures.cs
* Backgrounds.cs
* Tiling.cs
* Camera.cs

**Secondary**

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