Basic Goals:

Examine the new checkpoint requirements and come up with a plan of attack.

Assigning each team member a task.

Plan Breakdown:

1. Update Buttons
2. Loading
   1. Prompt/file selector
      1. Need to have a method for users to select the file
   2. Process data
      1. Expanded version of the technique used to originally read from the .mze
      2. Read the first three bytes and adjust the read for played or unplayed
3. Saving
   1. Gather data
      1. Tile positions
      2. Rotations
   2. Prompt/file selector
      1. Same as in loading
      2. Also give file name and location
   3. Encoding
      1. Reverse of loading sequence
4. Improve click detection on tileObjects

Tasks breakdown:

Yun Chi on part 4.

Ben on part 2b, 3c.

Matt on part 2a, 3b.

Tristan on part 1, 3a + stitching pieces together.

Bryce on research / testing for all parts.