Due: Saturday, 3/13 @ noon

List of things to do
- Refactoring
  - Put everything to 1 SpriteFactory - Derek   A
  - Refactor Controller (Initialize key presses here instead of game1) - Derek   A
  - Refactor ReadMe - Chris   A
  - Add IUpdatable and IDrawable interfaces - Zach   A
  - Refactor Enemy attacks (create throwable object class; could be used for Link) - Kevin   A
  - Refactor Link classes to two state patterns - Nick   A
  - Game Object Class - Kevin   A
- Collisions
  - Collision Research - Derek   B
  - State or transition changes after collision - Nick   C
  - Collision Detection - Kevin   D
  - Collision Resolution - Zach   D
- Levels
  - Level Research - Nick   B
  - Level loader - Yaj   D
  - Create rooms with different objects/enemies - Zach   C
    - Zach will create the first screen, everyone makes one after
  - Create a way for the user to move between rooms - Nick   C
- Sprint3 specific things
  - Load new sprites - Derek   B
  - Sprite rectangles for background images - Chris   B
  - Gamepad class? - Yaj   D
  - Room Mover - Chris   C
    - Right-click to move to next room, left click to move to the previous room
- Other things
  - ReadMe - Chris   E
  - Code Analysis - Derek   E
  - Team progress board - Chris   E
  - Team Reflection - Everyone
  - Code Review - Everyone

Class	Points	#points per class
A - 7	2	14
B - 4	2	8
C - 4	4	16
D - 4	6	24
E - 3	1	3

Total points	Points per person
65	11

Nick - A, B, C, C - 12 points
Derek - A, A, B, B, E - 9 points
Kevin - A, A, D - 10 points
Zach - A, C, D - 11 points
Chris - A, B, C, E, E - 11 points
Yajat - D, D - 12 points