This will encompass this week, and continue until the monday after spring break.  
3-6 to 3-19

We should accomplish the following, (1 highest priority)  
  
1. Add the shopping for food at the very least, and removal at the end of the day. (lose 1 health if no food)

2. Health is important to have implemented, so that the user can lose.

3. Have the option to go to work to earn money have a backend. (travel ideas not required)  
Randoms events are an option to add, if time allows.   
  
~~Inventory?~~

Reach goals: (if anyone has more time and wants to add things)  
~~Fix/work around the SEG fault.~~

99. Custom character creation and custom character name.

98. Fill in EndGame class (show score, show credits).

4. Events?

5. Make a features list for Mahir?

Some notes for this week's scrum tasks:

Goal: Survive through a term. Otherwise maybe the score is always 0.

End goal: Get a good score at the end of Term 1.

End goal: Get a better score by completing Term x.

Maybe at the end of Term 1 the game says: Congratulations! You've completed one term of Trump's presidency! Now it is time to head on over to the Polling Precinct to cast your ballot at the Ballot Box and check in on the [year] Presidential election results.