Scrum Feb 27th:

Roland and Nick:  
  
Fix the link to go to previous page on character generation, assign placeholder variables for the character values and the text box to input and **save a name**. Needs a button to continue to main story screen.

Dave and Jesse:

Story screen needs a wrapping text box with placeholder for generated conditions for the Intro Story(Event at the first month?), Month as a number, (The month is 14 for example). The screen needs one button to continue to the next main game screen which also increments the month counter (starting at 0).

Can begin the main option screen at home if you have more time. Just begin with the buttons and prioritize adding a go to work screen without accounting for the walk/drive yet.