Final push to demo day punch list.

* Main Menu
  + **Exit button – Sean ------------Done**
* The World
  + **Tree’s sorting layer by castle – Sean -----------Done**
  + Sprites
    - Castle – Sean/Mike
    - Town - Mike
  + **Respawn (death sceneloader) – Sean -----------Done**
  + **Move the direction sign – Sean -----------Done**
  + Add more signs - Sean
  + NPC’s position - Sean
* The Forest
  + **Take out Enemies – Tyler -----------Done**
  + **Fix Chest logic – Tyler/Sean -----------Done**
  + Timing using “Fog” (Optional) – Tyler/Sean
  + Exiting forest -
    - Lose – at start of forest - DONE
    - Win – go to start of world - Tyler
* The Castle
  + Sorting layers for door ways - Mike
  + ITween tiles - Mike
  + Enter and Exit doors – Mike & Sean
  + Boss - Tyler
  + Spawning enemies – Sean
  + Platform area projectiles – (Optional) Sean
* The Player
  + Weapons – switch to non—pixelated - Sean
  + Add more effects on sword - Sean
* The Enemy
  + Randomly drop stats, mostly HP - Sean
* Dialog Messages
  + NPC and Signs -
  + End game Boss - Tyler