Scroll Fusion Development Log

# Key

* Added
* Removed
* Changed
* Extra notes

# 2nd January 2016

* Created Scroll Fusion UE4 project.
* This was attempt VI, after GameMaker attempt I, C++/SDL attempts II and IV, and Java/LibGDX attempts III and V. Attempts V and VI were the only ones to include 3D.

# 6th February 2016

* Started log.
* First level complete.
* Models by me:
  + Lift
  + Test tube and rack
  + Book
  + Ceiling and floor meshes
  + Ceiling light
* Models from CGTrader:
  + Lights (e.g. in lift)
  + Bench
  + Desk lamp
* Materials all by me
* Textures either from me (in Content/Objects/ folder) or in UE4’s default starter content.
* Font Gidole from Gidole.github.io
* Started main menu