Team Mocha Priority list

* Dialogue system
  + Two characters talking with a text box
  + Dialogue options that influence that dialogue
* Minigames
  + For the prototype it would be nice to just have the system working. So, a fixed camera where a basic thing happens and then cuts to a score screen at the end.
  + That score should feed back into the heart level of the NPCs
* Navigation of the world
  + We’re still finalizing this, so I don’t have specifics for this. I’ll update it later as needed
* Menu
  + A simple menu that includes profiles for the NPCs as well as their current heart level
* Passage of time
  + Most important part is that there are different days and certain events happen on certain days
  + It would be awesome to have a calendar that the player can see in a menu