Goals are in order of importance

1. UI
   1. Text boxes
   2. Love/Lust meter - Circle that fills up both side
   3. Title Menu
   4. Mini menu (We can discuss later)
   5. Transitions
2. Sprites
   1. Trashley
   2. Trashton
   3. Rusty
   4. Presston
   5. Baley
   6. Dumphery
   7. Spirit versions of each character
      1. could possibly be just high quality art that takes up the screen instead of a sprite
   8. The Teacher
      1. Trash can? Or human?
3. Backgrounds - (Photography)
   1. Messy Bedroom
   2. Sidewalk
   3. Classroom
   4. Hallway
   5. Cafeteria
   6. Roof of school
   7. Track field
   8. Graffiti wall
   9. Barren room
   10. More to be added soon
4. Animations - Can maybe do in unity
   1. A hop
   2. Shivering
   3. Point gain
   4. Text box collapse and expand
5. Stretch goals
   1. Emotes (Blush, happy, angry, sweat droop, depressed) - would be great if the emotes could be animated
   2. Portraits of events (will provide examples)
   3. Fun sprites (Trashley with an apron, beat up trashton)