* + Schedule
    - Develop the world and basic interactions
      * Mansion or random mansion?
    - Develop multiplayer
    - Develop first game mode
    - Implement Random mansion rooms
    - Implement NEW multiplayer code for the Randomization
    - Develop more game modes
  + Presentation will be done by Andrew on Thursday
    - We won the last one <3
  + I bought the asset pack
    - Andrew be sure to bring me 5 bucks to next class.
    - I will import those soon.
  + Andrew thoughts on the artifacts
    - Sean will need to start making 3D models for them or draw vectors of them in something
  + Notes:
    - Split the rooms list by Sean and Andrew
    - The artifacts may need to be 3D, Andrew will find out
      * We will prioritize which needs to be done
      * May look in the Unity Asset store
    - Up to conner if he can implement the sprint meter
    - Game Menu and stats menu should get done soon
    - Static background for Sean for main menu and stats menu
      * Slideshow of game screen shots
      * RIGHT NOW have a black background till we get more rooms done
    - Andrew would like to draw up the framework for the main menu and stats menu
  + Goals:
    - Conner
      * Remove second ring
      * Have player walk by default, Shift to run/sprint
      * Sprint can only go for a certain amount
    - Andrew
      * Sketch out the stat menu
      * Ensure the Player sounds are good
      * Make prefabs for basic mansion rooms
        + Work with Conner on it
    - Sean
      * Draw up the buttons and Title for the main menu
        + Make them separate assets
      * Sketch up the main menu
      * Create 3D model of the Dagger
    - Jason
      * Perfect Presentation
        + Add walking to presentation video
        + Add more to each room with assets.
        + Fix User Story to tell a story and not list
        + Add developer introductions
      * Learn code Conner