Notes:

* We can get baseline of music done by this thursday
* Cursor changes color for interactions. Add glow shade on objects if we have time.

Goals:

1. By Oct 22
   1. Walk speed done
   2. Footstep and door sounds
   3. Layout of menus uploaded to github
   4. Tell Sean what icons he needs to get done
2. By Oct 29
   1. Inventory System and inventory
   2. Main Menu
   3. Basic movement and interactions
   4. Sounds and music
   5. 12 artifact icons in HD
3. By Nov 5
   1. Game mode complete
   2. Mansion complete
   3. Networking