1. Notes
   * Meeting Saturday at 2:30 till 4:30??
   * Networking will be very difficult for RANDOMIZED rooms
     + Requires servers. Server must send coordinates of entire room
       - I'm building that right now in another class.
     + If not randomized, muuch easier
   * If not Randomized, what can we do to make each gameplay unique?
   * HELP SEAN FIX SOURCETREE
   * OVERALL STEPS
     + 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
2. Goals
   * Conner
     + Remove second ring
       - It is not necessary and is quite large. The dot in the center will be sufficient for gameplay and immersion.
     + Have player walk by default, Shift to run/sprint
     + Sprint can only go for a certain amount
     + Game Menu and Stat menu after. Implement into game. Basic version, ignore appearance. We will implement it after Sean finishes work.
       - Main: Play, Quit
       - Stats: One player, stats to put points into
     + Perfect any player movements, camera, interactions if needed
   * Sean
     + Sketch and Draw what our main menu and stat menu should look like for final version.
       - Buttons text and locations, icons, images, Background
         * Background: 3D camera moving around mansion OR drawing
       - Stat menu look like
         * Portraits of players, Stat UI
         * What should it look like?
       - Transitions
     + Sketch Gameplay UI. Minimal.
       - What is important?
       - Sprint running our indications
         * Sounds? Bars? Blurriness?
   * Andrew
   * Jason
     + Buy asset pack
     + Prefect 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
     + Play with the assets and understand fully how to build rooms.
     + Create prefabs for general rooms for testing. Bedroom, Living Room, Kitchen