Presentation Notes:

* Add each point to presentation document so we dont read off of slides, but off of tablet
* May have to shorten the Razor Statement
* Change "User Story" to "Your Story"
* Put the ultimate goal in features at the top of the screen THEN tie into the rest
* Tell us more about the Curse Awakening and how it beats other Horror games
* PRESENTATION WILL HAVE 4 MINUTES ONLY

Goals:

1. Sean
   1. Create high quality 2D models of artifacts
2. Andrew
   1. Develop music
   2. Create room prefabs and mansion
3. Conner
   1. Inventory hud and interactions with objects
   2. Reticle changes color upon interaction possibility
   3. Limited sprint polished, Heavy breathing
   4. Sound integration
4. Jason
   1. Develop multiplayer
   2. Develop Menu