Tasks:

1. Sean
   1. Get on GitHub and upload Concept Art
   2. Finish development of the 5 character models and animation
   3. Complete Concept Art #2
2. Conner
   1. Animation integration with player. Walking, running, straffing, and jumping. Jumping is a stretch goal
      1. At one point, we would like to ditch straff animation and have head turn with camera, and body walks in direction of keys.
   2. Work on Inventory hud
3. Andrew
   1. Look for furniture and sound asset packs for Unity
   2. Dabble with music and sound development
4. Jason
   1. Prepare for presentation next week
   2. Make a new scene for a working mansion with lighting.
   3. Work on Inventory hud and activation with objects

Notes

* Lighting
  + Wants the lighting to be temporary. Maybe one lamp in a room and then candles which can be lit for a perod of time.
  + Flashlight is not spawned with but found in rooms. Unlimited battery supply.
  + Possible use of oil lamps