IQ – To Do

* TUMBLR
* Exit locker- flip character around
* Colliders on closed locker doors
* Lights shining out of lighters
  + Toon/Lit/Outlined shader on interactive objects?
* Special bread retains specialness upon re-pickup
* Bush/grass/shrubbery model
* Closing doors START closed (for checkpoint reset)
* Playtest playtest playtest
* Reset checkpoint
* Reset game
* UI Controls
  + Locker use
  + Throw bread
* Health/damage
  + Over time vs. incremental