***Notifications System***

* Overview
  + I want to be able to display certain notifications to the player without interrupting game flow
  + Notifications should be configurable
    - Location on screen
    - What is displayed to the player
    - How long the notification stays on screen
    - How the notification enters the display
  + These notifications should have configurable priority
    - Determine whether they display above or below UI Panels
* Design
  + Utilize UINotificationManager class as entry point in displaying and removing notifications
  + What types of notifications are there?
    - Quest notifications
    - Achievement notifications(very far off)
    - Item Get Notifications
    - Mini Dialogue Blurbs
  + How will UINotificationManager organize the notifications that come in?
    - Sort by parent prefabs
      * Item Get Parent will handle and display picking up items in its own area
      * Quest updates will happen in a separate area
      * Etc.
  + Each parent will dictate how they want to handle notifications, what kinds they display, how they display
  + Notification prefabs themselves will determine visual aspects and whether they should immediately be returned to their respective pools at the end of display