* Integrate and iterate all of the things early and often
* We need to make specifics for how many maps, characters, functions, UI, everything we want to be done by the first quarter
* Take account of all the tasks necessary to get to milestones
  + We need to write down specifically want we want and how to make those things happen
  + Make sure it is apparent when something relies on somebody else’s task
    - This is a top priority
  + Make sure everybody is aware of exactly what they need to do and how it needs to be done
    - Jot down notes on how these things should be done/how they should look and function once they are done
* Split up all of the tasks so that we know exactly what must be done and how many things we need to do