* Make a list of unknowns
  + This list becomes a list of a prototype to be built (which we completed)
    - Prototype 1: Description
    - Prototype 2: Description
    - Prototype 3: Description

Prototypes

* Matt- Battle mechanics, simple enemy AI, knockback, health, death screen, pause menu
* Victor- slime enemies, basic melee, ranged attack, stamina bars,
* Chris- camera follows player, item interaction, melee combat (mouse click to attack), exit to move to next board, pause menu, colliders,
* Frank- random item spawns, enemy populating in the rooms,
* Ideas: hierarchical game manager to handle entities, what each entity should keep track of (ex. damage being stored by the player or the enemies), inheritance of all game objects,

1. List of unknowns
2. List of prototypes planned. For each prototype, write a description of what it does and which unknowns (from 1 above) are being addressed by it.
3. List of unknowns that we will have to face during our main build:
   1. If the finished release will be completely portable on all our (or any) device
   2. Group decision on the following game mechanics (we will consolidate on our final decision soon):
      1. Battle mechanics
      2. Knockback
      3. Enemy AI and how extensive it will be (main build will have simple AI/enemies; enemy pathfinding is a stretch goal)
      4. Health and stamina system
      5. How the camera will follow the player (fixed vs room-view)
      6. QoL features to implement (pause screen, main menu, etc.)
4. Matt- Battle mechanics, simple enemy AI, knockback, health, death screen, pause menu

Victor- slime enemies, basic melee, ranged attack, stamina bars,

Chris- camera follows player, item interaction, melee combat (mouse click to attack), exit to move to next board, pause menu, colliders,

Frank- random item spawns, enemy populating in the rooms

Kyle- dozens of premade prefabs, some with