Sprint 2 Artifacts:

1. Sprint 2: GitHub link for Sprint Release
   a. Submit the GitHub link
2. Keep GitHub up to date for sprint 2 submission
   a. Ensure that the GitHub is ready to submit by always uploading the latest documents and code.
3. Make title screen
   a. Create a title screen with the title "Internstellar" on it. This will become the part of the game that's most recognizable.
4. Find placeholder assets
   a. Find assets that will be used as placeholders while developing until in-house art can be made at a later time.
5. Make/find Music
   a. Find music assets that fit well with the theme of the game
6. Make/find sound effects
   a. Find sound effects that will fit well with the theme of the game.
7. Make game character sprite
   a. Draw the main character's sprite
8. Create dialogues for starting scene
   a. Write different things different characters are going to say during the starting scene.
9. Make room layout mockups
   a. Make mockup art for the level to show where each interactive object should be