Goals: Make a game by Sunday 7pm

TODO:

* Brainstorming:
  + Story
  + Gameplay Mechanics
* Make sprites / background
* Script
* Record/find sound
* Add SFX and VFX

Friday:

* Get GitHub/Unity working
* Write down game concept

Saturday:

* Basic character
* Some souls
  + Each have an ability
* Some combat encounters

Sunday 4pm: Build executable

Sunday 7pm: Submit Game