

No.	Task	Description	Priority	Difficulty	Assignee
1	City Grid Setup	<i>Initialize a 2D grid for city layout</i>	High	Easy	Atta
2	Display Grid with Colors & Emojis	<i>Show city using ASCII background and emojis</i>	High	Medium	Atta
3	Cursor Movement System	<i>Arrow-key based cursor movement</i>	High	Very Hard	Atta
4	Basic Building Placement	<i>Place buildings using cursor and menu</i>	High	Hard	Atta
5	City State Saving & Loading	<i>Save/load city state using file handling</i>	Medium	Medium	Atta
6	Main Menu + New Game/Load Game	<i>Start new or load existing city</i>	High	Easy	Atta
7	Interactive Build Menu	<i>Menu to choose buildings to place</i>	High	Medium	Atta
8	Info Panel + Tooltip Display	<i>Tooltips when hovering over tiles</i>	Medium	Hard	Atta
9	Building Properties System	<i>Attributes for each building type</i>	High	Medium	Atta
10	Money System	<i>Income, cost, and budget system</i>	High	Easy	Atta
11	Population System	<i>Calculate population based on housing/jobs</i>	High	Easy	Atta
12	Happiness System	<i>Track citizen satisfaction</i>	High	Easy	Atta
13	Carbon Emission Tracker	<i>Calculate carbon emissions</i>	High	Medium	Atta
14	Shop System	<i>Buy buildings, maintenance, and upgrades</i>	High	Hard	Atta
15	R&D Research System	<i>Unlocks based on mini AI quiz/tasks</i>	Medium	Hard	Atta
16	Building Upgrades	<i>Upgrade buildings for better performance</i>	Medium	Hard	Atta
17	Long-Term Strategy System	<i>Choices that affect long-term outcomes</i>	Medium	Hard	Atta
18	Eco Tooltips & Education Prompts	<i>Display eco-tips throughout game</i>	Low	Easy	Atta
19	Flood & Wildfire Hazards	<i>Disasters based on eco score</i>	High	Very Hard	Atta
20	Eco-Bot Assistant	<i>Chatbot that gives gameplay tips</i>	Medium	Hard	Atta
21	Citizen Feedback System	<i>Citizen comments based on city stats</i>	Medium	Hard	Atta
22	Tourism System	<i>Add tourist attractions and income</i>	Low	Hard	Atta
23	Smart Leveling System	<i>Unlock buildings based on progress</i>	Medium	Hard	Atta
24	Event System (News, PR, Protests)	<i>Random events based on choices</i>	Low	Very Hard	Atta
25	Visual Polish	<i>Improve graphics, colors, UI polish</i>	Low	Medium	Atta
26	Save/Load Full Game State	<i>Fully save/load game with all variables</i>	High	Hard	Atta
27	Testing & Balancing	<i>Balance game mechanics and difficulty</i>	High	Easy	Atta