STATUS	PRIORITY	DEADLINE	TASK NAME	DESCRIPTION	DELIVERABLE	% DONE	EST. HRS	ACTUAL HRS
				PROJECT DETAILS		**DELIVERABLES**	**HOURS**	
Models						100%		
On Hold	Low		Chairs	*<Assets Previously Reserved for Interior Design, Now N/A>*		0%		
On Hold	Low		Sofas	*<Assets Previously Reserved for Interior Design, Now N/A>*		0%		
On Hold	Low		Tables	*<Assets Previously Reserved for Interior Design, Now N/A>*		0%		
On Hold	Low		Cabinets	*<Assets Previously Reserved for Interior Design, Now N/A>*		0%		
On Hold	Low		Fridge	*<Assets Previously Reserved for Interior Design, Now N/A>*		0%		
On Hold	Low		Oven/Stove	*<Assets Previously Reserved for Interior Design, Now N/A>*		0%		
On Hold	Low		Sink	*<Assets Previously Reserved for Interior Design, Now N/A>*		0%		
Complete	High	10/25/19	Walls/Doors/~~Windows~~			100%		
Textures						0%		
On Hold	Low		Woods	*<Assets Previously Reserved for Interior Design, Now N/A>*		0%		
On Hold	Low		Stone	*<Assets Previously Reserved for Interior Design, Now N/A>*		0%		
On Hold	Low		Carpets	*<Assets Previously Reserved for Interior Design, Now N/A>*		0%		
On Hold	Low		Misc	*<Assets Previously Reserved for Interior Design, Now N/A>*		0%		
Code Base						10%		
On Hold	Low		Texturer	*<Assets Previously Reserved for Interior Design, Now N/A>*		0%		
On Hold	Medium		Layout Editor	Prioritizing Generator over Editor		0%		
In Progress	High		Random Generator			30%		
Not Yet Started	Low		3D Preview Overhead/FP	Isometric view a must		0%		
Interface						0%		
Not Yet Started	Low		Furniture Editing	*<Assets Previously Reserved for Interior Design, Now N/A>*		0%		
Not Yet Started	Low		Cursor & Cursor Menu	Cursor Menu is essentially a context-senstive function		0%		
Not Yet Started	Medium		General Options	Likely the very basic of menus		0%		
Not Yet Started	Medium		Layout Editing			0%		

STATUS KEY

On Hold
Not Yet Started
In Progress
Complete

PRIORITY KEY

Low
Medium
High