

Work Items		
Task	Duration (hours)	Prereqs
1. Coordinate other tl's needs	2	N/A
2. Create sound need checklist	2	1
3. Plan Enemy Design	4	1
4. Coordinate Level Themes	1	1,2
5. Coordinate Player Sounds	2	1,2
6. Coordinate Enemy Sounds	2	1,3
7. Source Sound effects	2	5,6
8. Source music	2	4
9. Design Enemy Movement	4	3
10. Help Progarm Enemys	6	9
11. Apply Sound To Enemies	3	10,7
12. Apply Themes to Levels	2	8
13. Apply Sounds to Player	3	5,7
14. Align music with scenes	2	12
15. Mixing Audio Levels	3	11,12,13
16. Validate Audio Triggers	3	12
17. Debugging/Testing	4	16, 15
18. Installation/Finalizing	3	17
19. Stress Test	2	18