

Complexity is on a scale of 1 to 10 with 10 being impossible and 1 being very easy.

1. Multiplayer mode (2 players)
 - a. Complexity: 8
 - b. Estimated time: 12 hours
 - c. Difficult because we need to set up a server and get it working. We also need to figure out TCP and UDP ports.
2. 2D top-down map
 - a. Complexity: 5
 - b. Estimated time: 14 hours
 - c. Will take a long time because this includes determining where the player can and can't go. We need to determine movement mechanics. We need to design it with different colors.
3. 1 Level
 - a. Complexity: 5
 - b. Estimated time: 14 hours
 - c. Will take a long time because we need to program the map functions and make everything from scratch