

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. Two players will be able to play together.
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 with something to fight
  - a. Complexity: 5
  - b. Estimated time: 14 hours
  - c. Will take a long time because we need to program interactions between the player and the bad guy we create and we need to design fighting mechanics and health bar displays.
4. Player Classes
  - a. Complexity: 4
  - b. Estimated time: 6 hours
  - c. For this we will make a few different types of characters for the player to be. Each character will have it's own art, sounds, and fighting style.
5. Multiple Levels
  - a. Complexity: 4
  - b. Estimated time: ? Depends on how many levels
  - c. We can either make an algorithm to generate the levels procedurally or design the levels by ourselves. We will have to find a way to move between levels.
6. Character Customization
  - a. Complexity: 3
  - b. Estimated time: 4 hours
  - c. Players will be able to customize their character with hats so that different users can tell each other apart.
7. More players in multiplayer mode
  - a. Complexity: 4
  - b. Estimated time: 5 hours
  - c. More than two players can play together.
8. A way to restore health (ie. food, over time, etc.)
  - a. Complexity: ?
  - b. Estimated time: 3 hours
  - c. Players can recover health somehow.
9. Sound Effects

- a. Complexity: 6
- b. Estimated time: 12 hours
- c. We want to record our own sounds for fights, monsters, health restoration, steps.  
We also want background music.