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| Task Name | Expected Time Needed | Priority (for when section) |
| Controllable Character |  | Very High |
| Plan Level Design |  | Very High |
| Develop level |  | High |
| Game Design Document |  | Moderate |
| Plan Art Assets |  | Very High |
| Plan Sound Assets |  | Moderate |
| Plan UI Assets |  | High |
| Source Art Assets |  | High |
| Source Sound Assets |  | Low |
| Source UI assets |  | Moderate |
| Initial Death State |  | Moderate |
| Health Bar |  | Moderate |
| Enemies |  | High |
| Tutorial Handling |  | High |
| Menu |  | Low |
| Traps |  | Moderate |
| Animation rigs |  | Moderate |
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