Task - Milestone 1 + 2	Story Points	Priority	Assigned
Goal - Strategy	1	Low	Christian
Goal - json	2	Low	Hellen
Battle	4	Low	Chrisitian (test), Dana
Goal - Switch	1	Low	
Goal - Exit	1	Low	
Goal - Kill enemies	1	Low	
Goal - Treasure	1	Low	
Zombie Toast Spawner - Destroy	1	Medium	Christian
Zombie Toast Spawner - Spawn	1	High	Christian
Movement - Mercenary	3	High	Anthony
Movement - Potion Observer	2	Medium	Anthony, Hellen
Movement - Spider	2	High	Anthony
Movement - Zombie Toast	2	High	Anthony
Controller - Interact	1	Medium	Nicolas
Goal - Complex	4	Low	Hellen
Collectible Item - Abstract class	2	Medium	Hellen
Controller - Build	1	Low	Hellen
Shield	1	Low	Hellen
Bow	1	Low	Hellen
Mercenary - Bribe	2	High	Anthony
Zombie Toast	1	High	Anthony
Spider - Spawn	1	High	Christian
Sword	1	Medium	Christian
Bomb	2	Medium	Hellen

Arrows	1	Medium	
Wood	1	Medium	
Invisibility Potion	2	Medium	Hellen
Invincibility Potion	2	Medium	Hellen
Key	1	Medium	Nicolas
Treasure	1	Medium	
Portal	2	High	Nicolas
Door	1	High	Nicolas
Floor Switch	2	High	Hellen
Boulder	1	High	Hellen
Exit	1	High	Christian
Wall	1	High	
Entity - abstract class	2	High	Danacha
Controller - new game	2	High	Hellen
Buildable entities - abstract class	2	Low	Hellen
Static entities - abstract class	1	High	Danacha
Moving entities - abstract class	2	High	Anthony
Player - movement	2	High	Hellen

Task - Milestone 3	Story Points	Priority	Assigned
Time travelling	4	Low	Nicolas, Anthony
Light bulb	1	Medium	Danacha
Time travelling portal	2	low	Hellen (test), Anthony
Time turner	2	Medium	Nicolas
Sceptre - use	2	Medium	Danacha
Logic - floor switch checker	2	High	Danacha

Persistence - complex	2	Medium	Hellen
Switch doors	1	Medium	Nicolas
Wire	1	Medium	Christian
Sceptre - build	1	High	Hellen
Frontend customisation	1	Low	Hellen
Generating dungeon	3	Low	Hellen
Persistence - basic	3	High	Anthony (test), Hellen
Advanced movement	2	Medium	Anthony
Midnight armour - build	1	High	Hellen
Sun stone	2	Medium	Nicolas
Hydra - spawn	1	Medium	Christian
Hydra	1	Low	Anthony
Hydra - battle	1	Medium	Hellen
Assassin	2	Low	Anthony
Logic - core (strategies)	5 total	High	Christian
Logic - and	1	High	Christian
Logic - co and	1	High	Christian
Logic - xor	1	High	Christian
Logic - or	1	High	Christian
Logic - interface	1	High	Christian