

Items	Tasks	Subtasks	Priority
Game model	Game rules:	Check adjacent words and see how they change game state	High
		Lose condition	High
		Find a way to store game rules as they change	High
		Win condition	High
	Game interaction:	Check interaction between objects	High
GUI for game model	Board	Generate board	High
		Generate objects (blocks, word blocks, player)	High
	Movements	Move pieces around the board	High
		Move player around the board	High
GUI Menu	Transition to the next/previous screen		High
	Game menu:	Go to play menu	High
		Game rules	Low
		Exit	Low
		Customization: sound, theme color, brightness	Low
	Play menu:	Choose level	Normal
		Exit play-menu	Low
	In-game:	Quit mid-game and go back to play-menu	Low
		Customize the theme	Low
		Restart a puzzle whenever	Low
		Get hint	Low
	After game:	Confetti for celebration	Low
		Choose to play again (jump back to play menu)	Low