**Task List:**

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| **Task** | **Difficulty** | **Done By** |
| Movement | 1 | Isaac |
| Controls | 1 | Isaac |
| Specific Character Blocks | 3 | Sherwyn |
| Health and Point System | 7 | Isaac |
| Power up | 5 | Sherwyn |
| Map | 6 | Sherwyn |
| Gravity | 6 | Kennard |
| Factory Class | 7 | Kee Yang |
| AI | 7 | Isaac |
| Trap Door | 7 | Kennard |
| Sprite Animation | 8 | Kee Yang |
| Multiplayer | 9 | Kennard / Kee Yang |
| Slopes | 10 | Kennard |
| UI Programming |  |  |
| Game State |  | Kennard / Kee Yang |

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| Name | Task | Description | Workload/Effort Points |
| Isaac | Character Base | Base Class for Character |  |
| Isaac | Character Sub | Sub Classes for Character |  |
| Isaac | Keyboard Inputs | Buttons to be pressed to interact with the game on the keyboard |  |
| Isaac | AI | A\* AI pathfinding, AI logic and the base and subclasses of the AI |  |
| Sherwyn | Map Loading |  |  |
| Sherwyn | PowerUps |  |  |
| Sherwyn | Level Loading |  |  |
| Kennard | Multiplayer |  |  |
| Kennard | Physics |  |  |
| Kennard | Obstacles |  |  |
| Kee Yang | UI |  |  |
| Kee Yang | Sprite |  |  |
| Kee Yang | Object Manager |  |  |
| Kee Yang |  |  |  |