Category	Priority (1-5)	Task	Date Added	Assigned To	High Est (In Hours)	Low Est (In Hours)	Actual Time (When Done)	Status	Notes
Art	1	Player sprites	4-25	Aaron	4	2		Not Done	
Art	1	Guard sprites	4/25/2018	Aaron	4	2		Not Done	
Art	2	Entry Door	4/25/2018	Aaron	2	0.5		Not Done	
Art		Exit Door	4/25/2018	Aaron	2	0.5		Not Done	
Art	3	Floor (Background)	4/25/2018	Aaron	1	0.5		Not Done	
Art	1	Wall Set	4/25/2018	Aaron	8	5		Not Done	
Art	4	Animations	4/25/2018	Aaron	6	4		Not Done	
Design	1	Bank Level floorplan	4/25/2018	Alex				Not Done	
Design	1	Museum Level floorplan	4/25/2018	Evelyn				Not Done	
Design	1	Temple Level floorplan	4/25/2018	Aaron	2	0.5		Not Done	
Design	1	StoryBoard for Game	4/25/2018	Aaron	3	1		Not Done	
Programming	2	Cone of vision	4/25/2018	Alex, Evelyn	6	3		Not Done	
Programming	4	Guard Al	4/25/2018	Alex				Not Done	
Design	1	Tutorial Level floorplan	4/25/2018	All	2	1		Done	same as our paper prototype
Programming	3	Movable Walls and Collision	4/25/2018	Alex, Evelyn	4	2		Not Done	
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		HIGH		44	< Total High E	Est Column			
		LOW		22	< Total Low E	st Column			
		AVERAGE		33	< Average of	Total High and	d Total Low		
		DONE		0	< Total Actua	I Time Column			
		REMAINING		33	< AVERAGE	- DONE			
Graveyard of C	ut Features								