

#	Task	Duration (Hours)	Prerequisite
1	Implement Proper Powerup & Signaling	2	-
2	Implement interaction with Score System	2	1
3	Implement Keeping Track of collectible tokens	4	2
4	Implement Proper Sound Event Signaling	3	3
5	Design Game Levels and Implement Those Designs	10	4
6	Test / Clean Up Code	3	5

Task Estimates:

1. Must make sure that we are on the same page as far as powerup implementation goes. I'll have to figure out how we want powerups to appear on the map
2. Need to talk about how many points things should award. Have to figure out the interactions with the score manager.
3. Tokens have a unique ID, need to implement that
4. Need to talk with Simon about what sounds we are expected to trigger

Note: Although most of the tasks don't depend on each other, I'm just one person so I won't move forward to a new task until I finish the task I'm working on.

