Tasks	Duration (hours)	Prerequisites
1. Implement collision with enemies	3	
2. Implement Powerups to player	6	Task 1
3. Allow player class to communicate with UI	4	Task 2
4. Update player score to score server	3	Task 3
5. Test, Debug code	7	Task 4
6. Check that code follows documentation standards	2	Task 5
7. Presentation of game	1	Task 6

Task Estimates:

1. Will try to handle death and damage to enemies to the player. I will need to work with the team to figure out what animations, stats, etc will happen to the player. Approx. 3 hours.
2. Powerups will need to be implemented with the player class. I will have to work with Alex to figure out what power ups change what stats to the player. Approx. 6 hours.
3. The playerclass will need to communicate with the user interface in some fashion. Probably along the lines with updating score, health and other player stats. Approx. 4 hours.
4. The player class may need to parse some data to the score server. This may be handled in part of the other game classes as well. Approx. 3 hours
5. The code will need to be cleaned up, debugged and tested to ensure everything is working. This may take the most time and attention to detail. Approx. 7 hours
6. The code will follow a code standard and must be examined to ensure that it does. Approx. 2 hours.
7. Once the game is complete, the Team will present the final product! Approx. 1 hour or less.