

#	Task	Duration (Hours)	Prerequisite
1	Create Powerup Prefabs	2	-
2	Make Coins interact with scoring system	2	1
3	Create collectible tokens & Tracking System	4	2
4	Implement Proper Sound Event Signaling	3	3
5	Design Game Levels	10	4
6	Animate Sad Pancake	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.

