

Task	Estimated Complexity (1-5)	Estimated Time
Add Monsters	5	5 hours
Monsters can Move	3	2 hours
Monsters can Attack from Range	3	2 hours
Add Starting Room	3	2 hours
Add Second Room	2	1 hour
Camera Follows Player	1	10 minutes
Add Player	5	5 hours
Player can Move	2	1 hour
Player can Melee Attack	3	1 hour
Player can Attack from Range	1	30 minutes
Create Monster Sprite	4	1
Create Monster Death Animation	4	1
Create Monster Move Animation	2	1
Create Player Sprite	3	1
Create Player Move Animation	3	1.5
Create Player Death Animation	3	1
Create Player Attack Animation	2	1
Create Monster Projectile Sprite	2	0.5
Create Player Projectile Sprite	2	0.5
Animate Monster Projectile Sprite	1	0.5
Animate Player Projectile Sprite	1	0.5
Create User Interface (HUD)	3	3 hours
Create Pause Menu	3	4 hours
Create Death Menu	2	1 hour
Create Inventory Functionality	3	1 hour
Add Frankenstein Monster	2	2 hours
Add Slime Boss	3	4 hours
Add Cultist Monster	2	3 hours
Make key drop from boss	1	10 minutes
Create Frankenstein Sprites	1	1 hour
Create Cultist Sprites	2	2 hours
Create Projectile Sprites	1	6 hours
Add Character Select for Player	1	30 min
More Rooms/Levels	3	8 hours
Make Key Object	1	0.5 hours
Make Spellbook Objects	2	1 hour
Make Torches Glow	4	3 hours
Make Lighting Object	2	1 hour
Add Help Menu	2	45min
Multiplayer	5	> 24 hours
Add Room Transitions	3	2 hours
Add Event Objects	2	2 hours

Update Melee Frequency	1	15min
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