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	2	1 hour