Category	Priority (1-5)	Task	Date Added	Group	High Est (In Hours)	Low Est (In Hours)	Actual Time (When Done)	Status	Notes
UI	1	Create menu state	4-26-19	Cole	2	1	1	Done	
UI	1	Create game state	4-26-19	Cole	4	2	2.5	Done	**very basic implementation**
Sound	1	Create jump and landing sounds	4-26-19	Zoe	3	1		In Progress	
Art	1	Decide on color scheme for players and background	4-26-19	Lezette	4	2		In Progress	basic idea of colors is set, dont wanna say done until everyone agrees
Art	2	Create a design for player models	4-26-19	Lezette	4	2	2.5	Done	Will be discussed amongst the group
Programming	1	Coding the player 1 to move/jump/etc.	4-26-19	Cole	2	1	1	Done	Basic implementation, tuning will happen when discussed
Programming	3	Coding the player 2 to move/jump/etc.	4-26-19	Cole	2	1	1	Done	Basic implementation, tuning will happen when discussed
Design	3	Figure out what we want the players to collect	4-26-19	*Lezette	3	1	1	Done	Will be discussed amongst the group
Design	4	Decide on hazards for levels	4-26-19	*Lezette	3	1	1	Done	Will be discussed amongst the group
Sound	4	UI Sounds for start buttons	4-26-19	Zoe	3	1		In Progress	
Sound	3	Background ambient sounds for level 1	4-26-19	Zoe	3	1		In Progress	
Design	5	Come up with a name for the game	4-26-19	Group	0.5	0.5	0.5	Done	Will be discussed amongst the group
Programming	3	Start on the string mechanic	4-29-19	Cole	2	1	1	Done	
Design	4	Come up with back up mechanic	5-2-19	Group				Not Done	Just incase the string mechaninc falls through
Art	3	Create 2D hazards (**fire**, water, spikes)	5-2-19	Lezette	3	2	2	Done	cut water, maybe a level 5 idea
Art	4	Create collectables (yarn/heart/thing)	5-2-19	Lezette				Not Done	
Programming	2	Implement Tiled functionality	5-4-19	Cole	3	2		Not Done	
Programming	1	Set up different platform collision for players	5-4-19	Cole	3	2		Not Done	
Production	1	Set up Git repository for group	5-4-19	Cole	1	0.5	0.5	Done	
Programming	1	Set up collision with collectibles	5-4-19	Cole	2	1	1	Done	Techincally done when collision set up for platform
Art	2	create walk animations for player 1	5-5-19	Lezette	2	1	2	Done	
Art	2	create walk animations for player 2	5-5-19	Lezette	2	1	2	Done	
Art	2	create basic platforms	5-5-19	Lezette	2	1	1	Done	
Art	4	Create level 1 & level 2 Backgrounds	5-12-19	Lezette	3	2		Not Done	
Art	4	create decorative elements (grass, plants, vines etc)	5-12-19	Lezette	2	1		Not Done	
Art	5	redesign title & animate it	5-12-19	Lezette	1	0.5		Not Done	
Art	3	create ghost animation for death	5-12-19	Lezette				Not Done	
Programming	1	Create/work on the string breaking mechanic	5-12-19	Cole	3	1.5		Not Done	
Design	1	Work on level 1 design platform setup	5-12-19	Group	4	2		Not Done	Probably during one of our meetups
Art	4	Create hanging animation (p1 & p2)	5-12-19	Lezette	3	1		Not Done	
Sound	1	Finalize background music for tutorial lv	5-12-19	Zoe	2	1		Not Done	
Sound	2	Create background music for Lv. 1	5-12-19	Zoe	4	2		Not Done	
Sound	1	Finalize the character jumping/landing sound effects	5-12-19	Zoe	2	1		Not Done	
Sound	4	Create seperate background music for Lv. 2	5-12-19	Zoe	4	2		Not Done	
Design	1	Learn how to map level in Tiled	5-12-19	Zoe	10	3		In Progress	Ongoing process
Programming	1	Enabling Collecting mechanic (collect yarn)	5-12-19	Cole	3	1		Not Done	
Programming	4	create a method that implements hanging animation	5-12-19	Cole	4	2		Not Done	maybe something that takes into account a player on the platform and the other off/

Category	Priority (1-5)	Task	Date Added	Group	High Est (In Hours)	Low Est (In Hours)	Actual Time (When Done)	Status	Notes
Programming	2	implementing the ghost animation upon death	5-12-19	Cole	3	2		Not Done	this could even have a screen overlay that is another indicator to players that they have died
Programming	1	implementing a method that changes the background color with each collection of "trust"	5-12-19	Cole	2	1		Not Done	"trust" = the collectible item
								Not Done	
								Not Done	
								Not Done	
								Not Done	
								Not Done	
								Not Done	
								Not Done	
								Not Done	
								Not Done	

HIGH	103.5	< Total High Est Column
LOW	49	< Total Low Est Column
AVERAGE	76.25	< Average of Total High and Total Low
DONE	20	< Total Actual Time Column
REMAINING	56.25	< AVERAGE - DONE

Graveyard of Cut Features