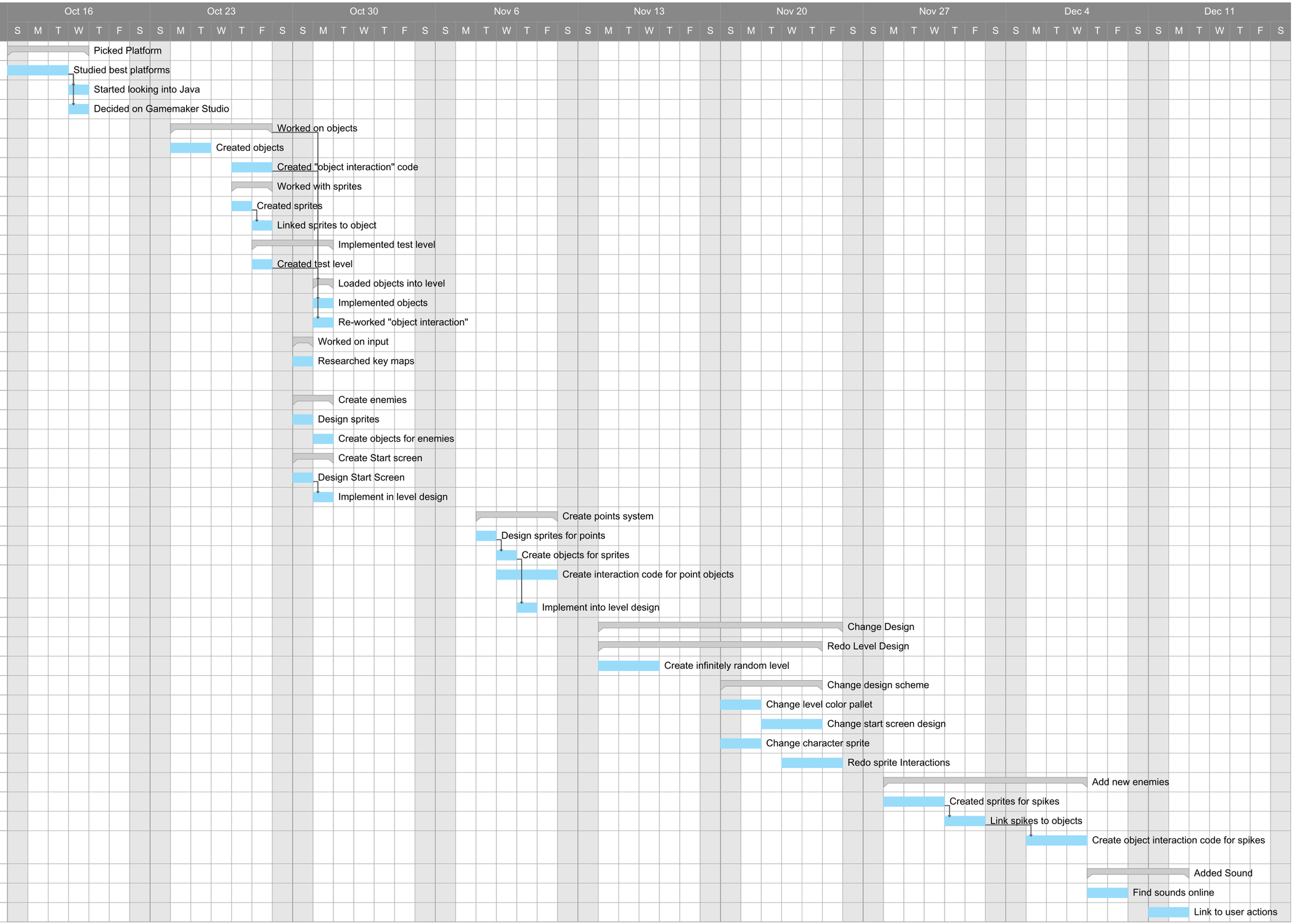	Task Name
1	Picked Platform
2	Studied best platforms
3	Started looking into Java
4	Decided on Gamemaker Studio
5	Worked on objects
6	Created objects
7	Created "object interaction" code
8	Worked with sprites
9	Created sprites
10	Linked sprites to object
11	Implemented test level
12	Created test level
13	Loaded objects into level
14	Implemented objects
15	Re-worked "object interaction"
16	Worked on input
17	Researched key maps
18	Mapped keys
19	Create enemies
20	Design sprites
21	Create objects for enemies
22	Create Start screen
23	Design Start Screen
24	Implement in level design
25	Create points system
26	Design sprites for points
27	Create objects for sprites
28	Create interaction code for point objects
29	Implement into level design
30	Change Design
31	Redo Level Design
32	Create infinitely random level
33	Change design scheme
34	Change level color pallet
35	Change start screen design
36	Change character sprite
37	Redo sprite Interactions
38	Add new enemies
39	Created sprites for spikes
40	Link spikes to objects
41	Create object interaction code for spikes
42	Added Sound
43	Find sounds online
44	Link to user actions