Task (green is main task / user story, yellow is subtask)	priority	spikes - knowledge acquisition needed by the team in order to get the job done (common when using 3rd party libraries)	Defects - bugs found from testing	Technical Needs
As a user, I'd like to be able to start the game	5		N/A	
Create a window	5			
Initialize the game state	5			
As a user, I'd like to be able to buy cells	5			
Click on a button and have that trigger an event which corresponds to buying that cell				
Create a cell class				
As a user, I'd like to be able to see the game	5			
Create GUI		JavaFX/scene builder		
As a user, I'd like to be able to see my current amount of DNA	4			
Create Label that represents total DNA		JavaFX		
Have it update according to current DNA				
As a user, I'd like to be able to buy more cells	4			
Create method in cell class that adds more cells				
Create a button that triggers the event that buys more cells		JavaFX		
When more cells are bought, update the appropriate varibles				
Have the icon be grayed out if you can't buy it				
As a user, I'd like to be able to I'd like to see how much it costs to buy things	4			

Create a label that represents the cost for each "buyable" item		JavaFX		
As a user I'd like to see if my mouse is hovering over something	4			
Create an event that checks if mouse is hovering over items (i.e. MouseMotionListener)		JavaFX		
As a user I'd like to be able to see my dna/sec	4			
Create DNA/s method/calculation				
Create Label that is bound to the calculation for DNA/s		JavaFX		
As a user I'd like to be able to see my stats	3			
Create a label that is bound to the user stats		JavaFX		
As a user I'd like to be able to change between fullscreen and window	3			
Create toggle functionality that switches window size (checkbox most likely)		JavaFX		
As a user I'd like to be able to determine if the game hasn't been opened for a bit	3			
Implement a way to record the time				
Check if time has past between every time the game has opened and if the user has saved				

As a user, I'd like to be able to buy cells by 1x/10x/100x/max	3			
Create method to calculate multiplier using cell attributes				
As a user I'd like to see some visual represenantaion of the immune system	3			
Create implementation of the immune system visuals		JavaFX		
As a user I'd like to be able to upgrade my cells	2			
Create method that modifies cell attributes (i.e. faster production of DNA/s)				
As a user I'd like to see particle effects when something is clicked	2			
Create event that adds particle effects when mouse is clicked		JavaFX		
As a user I'd like to be able to mute the game	1			
Create toggle for sound on/off (checkbox probably)		JavaFX, Media		