

Feature	priority(1=low, 2=medium, 3=high)	time estimate (hr)	assigned to...	DONE	time spent(hr)			
decide on engine, setup project	3	1	Cory	X	0.5			
make a pot at bottom of screen	3	0.1	Haitao	X	0.1			
detect key presses	3	0.1	haitao	X	0.1			
make the pot move back and forth	3	0.1	haitao	X	0.1			
make stuff come out of the sky	3	0.2	haitao	X	0.4			
collision between pot and stuff	3	0.5	haitao	X	0.2			
make a model for a 'recipe'	3	0.5	haitao					
detect when the recipe is completed	3	0.5	haitao					
introduce a scoring mechanic	2	0.5	haitao	X	0.1			
Add ingredients to right	3	2	Kaivan	X	2			
Auto Decolor	2	1	Kaivan	X	1			
Colorize falling ingredients	3	0.5	Kaivan	X	2			
decide on total ingredient list	2							
design pot / main character	3	3	cory	x	3			
make ingredient sprite library	2		cory					
draw sprites instead of 'stuff'	2		cory					
draw/find a background skin	1		Axe ?					
evaluate all APIs, get credentials if necessary	3	1	Bagre	X	2	Assuming BigOven For Now	BigOven Key = axV15293h59oU9Zi	
demonstrate basic API querying	3	2	Bagre	X	4	OMGWTFBBQ	Their API is horribly broken	
parse json & extract ingredients	3	2	Bagre	X	2			
Integrate with sprites	3	2	Bagre					
Add search capability for auto gen	3	3	Bagre					
main menu screen	3	1	Kaivan	X	1			
game end / score screen	3							
background music	1		Bagre					
simple sound effects	1							
add in legal page / game credits	3	1	Kaivan	X	1			
writeup readme.txt instructions	3							
Streak	2	0.5	Kaivan	X	0.5			
Playtest	3	2	All			Round One comments	Add streak	Ease up on speed increase
Write up Playtest questionnaire	1	0.5	Bagre	X	0.5			