

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	bagre	X	0.5		
detect when the recipe is completed	3	0.5	kaivan	X	1		
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	3	5	cory	X	5		
draw sprites instead of 'stuff'	2		cory				
draw/find a background skin	1	2	Kaivan/Cory	X	2	Clouds	
evaluate all APIs, get credentials if necessary	3	1	Bagre	X	2	Assuming BigOven For Now	BigOven Key = axV15293h59oU9Zt
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	X	2		
Add search capability for auto gen	3	3	Bagre			Api broken, feature in but their api is flakey	
main menu screen	3	1	Kaivan	X	1		
game end / score screen	3		Cory	X	2		
						Scrapped due to time and ability to find good music	
background music	1		Bagre	-			
simple sound effects	1						
add in legal page / game credits	3	1	Kaivan	X	1		
witeup readme.txt instructions	3						
Streak	2	0.5	Kaivan	X	0.5		

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Playtest	3	2	All			Round One comments	Add streak	Ease up on speed increase
Write up Playtest questionnaire	1	1	Bagre	X				