

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		
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						
draw/find a background skin	1						
evaluate all APIs, get credentials if necessary	3	1	Bagre	X	2	Assuming BigOven For Now	BigOven Key = axV15293h59oU9Z8
demonstrate basic API querying	3	2	Bagre	X	4	OMGWTFBBQ	Their API is
parse json & extract ingredients	3	2	Bagre	X	2		horribly broken
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						