Category	Priority (1-5)	Task	Date Added	Assigned To	High Est (In Hours)	Low Est (In Hours)	Actual Time (When Done)	Status	Notes
Game	2	Game Board	5/21/23	Jose	3	1		Done	No need for board, play test showed us that players didnt need it
Game	2	Rule Card	5/21/23	Brian	2	1		Done	Not necessary, rules are too long
Game	4	Back Card template	5/24/23	Brian	2	1	1	Done	
Game	1	Create more sushi recipes	5/24/23	Jose	5	2		Done	Not necessary, after playtest, we saw that one round is sufficient. In addition, there's an insetive of scarcity, so grab ingredients that you need quickly
Game		Update Rules		Jose	2			Done	Jea need quienty
Game Script / immersion		Beginning and Introduction	5/28/23		3			Not Done	
Game Script / immersion		Player Introduction	5/28/23	-	3			Not Done	
· ·		·			3				
Game Script / immersion		Mechanics	5/28/23					Not Done	
Game Script / immersion  Lore	3	Start Game and Ending  Trade ingredients needed history	5/28/23	Jose	3	1		Not Done	Lore is an addittional part of our project, we finished with the core of the game and believe works well
Lore	3	Chef War and Preset Characters	5/28/23	Brian	3			Not Done	
Lore	3	Chef's Biography	5/28/23	Aditya	3	1		Not Done	
Lore	3	Establishment	5/28/23	Arthur	3	1		Not Done	
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								Not Done	
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		HIGH		38	S < Total High I	Est Column			
		LOW		14	Total Low E	st Column			
		AVERAGE		26	S < Average of	Total High and	Total Low		
		DONE		2	2 < Total Actua	l Time Column			
		REMAINING		24	< AVERAGE	- DONE			
Graveyard of Cut Feature	s								