From 1 – 5, 1 = easy and 5 = hard

Fix bugs:

-Two wires = 1 Ryan

-beat Levels = 3 ryan/ gnoth

-inventory problems = 4 gnoth

Save Working: = 4 matao/ suuru

Get the new gate creation working: = 5 ryan/ matao

Refactor code base: = Ryan/Ginoth

##Move to Bata: