Name	Priority	Description	Estimated effort
Learn Python	0	Learn the basics of Python to properly code Flappy Jayhawk	5 hours
Jayhawk	1	Create a controllable Jayhawk bird that will be the main character of the game	15 hours
Background Objects	2	Create objects that act as obstacles to the Jayhawk	3 hours
Collisions	2	Test for collisions between objects, namely bird and pipes	6 hours
Fixing bugs	2	Test for incorrect collisions, incorrect draws, logic that crashes program, infinite while loops	9 hours
Improve movement	3	Acceleration, rotation of jayhawk	6 hours
Text Objects	3	Allow users to add text to the screen (used in menu/gameover screens)	2-3 hours
Menu	3	Create a start menu that will allow the player to see the creators and press certain buttons to start the gam	1 hour
Gameover Screen	3	Create a screen that is displayed when the player loses and give them the option to play again	1 hour
Difficulty management	4	Ensuring game is not too difficult and not too easy	4 hours
Scrolling background	4	Create a scrolling background image that loops infinitely	1-2 hours
Convert to exe	5	Convert the .py to .exe executable file	<1 hour
Documentation	5	Create documentation and diagrams	3 hours
Fixing text bugs	6	Test for ways text messes up draws on other objects or incorrect font	8 hours
Scoring system	6	Create a way to keep track of pipes passed without taking damage	1 hour
Sound effects	7	Attach sound effects to collisions and other such events	3 hours
Score database	8	Put scores into MySQL database	1 hour
Powerups	9	Create small circles that, when collided with, give power ups to the Jayhawk	8 hours
Extendable interface	10	Make an interface from the classes	3 hours
Advertising and deploymen	11	Make game known and create user manual, then place game onto an available platform for users to obtai	5 hours
Add physics and particle ef	12	When the Jayhawk collides with something, a huge explosion happens sending debris flying everywhere	>10 hours
Custom game options	13	Change fps, gravity, etc.	6 hours
Level maker	14	Allow custom user creation with jayhawk speed/collisions/powerups	8 hours
Online play	15	Allow players to play with each other from different computers	>10 hours