

Suggested Schedule For Super Asteroids: Winter 2016

Feb 17 Data importer & Loading model from database done

Feb 21 Ship builder done (4 days)

Feb 22 Quick Play done (1 day)

Feb 27 ship moving (5 days)

- rotation

- world to view

Feb 29 Objects (2 days)

- asteroids appear and move

- lasers shoot from cannon

March 3 collision (3 days)

- asteroid behaviors

- lives

- ship behavior (safe zone)

March 4 Final Touches (1 day)

- Background

- Sound

- Mini-Map

- Level Transitions

March 7 Everything done (22 days total (19 days total excluding Sundays))

**The dates listed are the days that that piece of the project should be completed by. EG: By 11:59p.m. on Feb 17 Data importer and Loading model from database should be done.*