**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.*