* October
  + Make and finish prototype
  + Make Basic art
  + Work on Bill and Boge animation
  + Make A dev log
  + Study
  + Work on some levels
* November
  + Start making the player script
  + **MAKE SURE TO INCLUDE NEW INPUT SYSTEM**
  + Write out map manager
  + Finish player controls
  + Finish most world concepts
  + Make A dev log
* December
  + Start to program in larger systems
    - Event manager
    - Map manager
    - item/Pref manager
  + Start working on gizmos
  + First Prototype
  + Make A dev log
* January
  + Finish Gizmos
  + Start and finish enemies
  + Start the items
  + Make A dev log
* February
  + Start making all of the levels
  + Second Prototype
  + Make A dev log
* March
  + Game test
  + Find bugs
  + Fix bugs
  + Fix bad levels
  + Make A dev log
* April
  + Work on music
  + Work on a better UI
  + Make A dev log
* May
  + Hook up music with a music manager
  + Demo
  + Get everyone to play it.
  + Make Form and figure out all criticism
  + Make A dev log
* June
  + Start work on other modes
  + Start getting other people to play
  + Figure out which console to put it on
  + Set up controllers
  + Make A dev log
* July
  + Iron out everything
  + Test memory, and make sure it is a very robust running game
  + Make A dev log
* August
  + Make the first trailer
  + Do as many playthroughs as possible
  + Get everyone to play it.
  + Make A dev log
* September
  + Start working out a final version of the game
  + Make A dev log
* October
  + Hype up the game
  + Make A dev log
* November
  + Release of the game
* December
  + Take a Break :)