SCHEDULE

Week 5:

Creating the lanes, animations, and physics

Week 6:

Setting the swipe inputs and the sliding

Week 7:

Adding the coins and the level generator

Week 8:

Spawning the pieces and the segments

Week 9:

Applying some visual effects & lighting

Week 10:

Adding collectibles and the curved shader

Week 11:

Menu, intro screens

Week 12-14:

Saving data, create sign in function, leaderboard (and maybe! publishing it in Google Play)