Planning	Architecture	Leveling/Enemies	subsytem debugging	Packaging
2/7 - 2/25	2/25 - 3/13	3/13 - 3/27	3/27 - 4/14	4/14 - 4/30

2/7   2/10   2/17   2/24   3/3   3/10   3/17   3/24   3/31   4/7   4/14   4/21   4/28   4/30