* November 6th to 10th
  + General: brainstorming new enemy/level themes
  + Art & sound: work on sound/graphics assets for new levels
  + Coding: enemy chase tweaks, different terrain types
* November 13th to 17th
  + General: working on additional levels
  + Art & sound: working on additional assets to aid level design
  + Coding: continuing on terrain types, fake walls/hiding spots
* November 20th to 24th
  + General: working on additional levels
  + Art & sound: level design, asset management
  + Coding: implementing new features to levels, testing
* November 27th to December 1st
  + General: testing, testing, testing
  + Art & sound: finalizing level designs
  + Coding: bug fixes
* December 4th to 8th
  + General: level balancing and polish
  + Art & sound: polishing assets
  + Coding: bug fixes
* December 11th to 13th
  + Polish, juice, panic!
* December 14th
  + Presenting demo, abandoning civilization in favor of living as hermits