1. Cars moving -Max
2. Loading and Drawing Maps -Shalin
3. Find some decent Assets for map & Boats, expand later -As we go
4. Enemy AI -Ben
5. Physics & Collisions -Shalin
6. Map Altering interactions -Ben
7. Shooting/Combat mechanics -Max
8. Power Ups (Traps, Speed Boosts) -Ben
9. Shop Screen + Vehicle & Weapon Upgrades -Shop -Shalin
10. GUI -Max
11. Sprite Sheet Animations/Particle Effects -Shalin
12. Audio Functioning -Ben
    1. Voice Overs -Everyone + randos
13. End of Race Screen/Animation -Max
14. Main Menu/Options Menu -Max
15. Saving/Loading -Ben

February 11th-17th

* Tool for loading and rendering maps (Shalin)
* Player Vehicle Movement(Max)
* Enemy AI(Movement)(Ben)
* Begin Finding Assets(Everyone)

February 18th-24th

* Combat Mechanics(Max)
* Enemy AI(Movement)(Ben)
* Game Entity Collisions(Shalin)

February 25th-March 3rd

* Enemy AI(Combat)(Ben)
* Combat Mechanics(Max)
* Shop + Vehicle Upgrades(Shalin)

March 4th-March 10th

* Map Interactions(Ben)
* GUI(Max)
* Shop + Vehicle Upgrades(Shalin)

March 11th-March 17th

* Sprite Sheet Animations & Particle Effects (Shalin)
* End Race Animation(Max)
* Saving + Loading(Ben)

March 18th-March 24th

* Main Menu/Pause Menu(Max)
* Audio(Ben)
* Sprite Sheet Animations & Particle Effects(Shalin)

March 25th-March 31st

* Audio (Ben+Max+Shalin)
* Feature Freeze

March 31st-Due Date

* Bug Fixing, Polishing, etc.