**October 16th**

Create alpha version of the game (Art assets, basic setup, etc.)

**October 21th**

Create beta version of the game (Coding and functionality, etc.)

**October 28th**

Have game finalized and working

**November 4th**

Create UI Flow with Adobe XD

**November 8th**

Implement UI into the game

**November 11th**

Have game fully completed and functional