

To Do	In Progress	Testing	Complete
Reloading 2 hours			Create Graphics 11/13 1 hours
Adding more types of zombies (faster, stronger, slower, weaker etc) 4 hours			Hole Class 11/14 >1 hours
			Wall Class 11/11 >1 hours
			Board 1 Layout 11/16 1.5 hours
			Zombie Tracking 12/05 2.5 hours
			Piece Class 11/11 >1 hours
			Character class 11/11 >1 hours
			Zombie Class 11/20 5 hours
			Vitals Display 12/2 2 hours
			Shooting Mechanic 12/1 3 hours

To Do	In Progress	Testing	Complete
			Collision Detection 12/1 3 hours
			Movement 11/30 4 hours
			Shop MVC 11/17 3 hours
			Zombie MVC 11/30 4.5 hours
			AmmoPowerUp 12/2 >1 hours
			DamagePowerUp 12/2 >1 hours
			PowerUp 12/2 1 hours
			Player Class 12/1 5 hours
			Documentation 12/7 1.5 hours
			Game Difficulty Balancing 12/6 1.5 hours
			Round System 12/6 2.5 hours

