**LeapBack development schedule**

10/29

Complete portal game –score keeping

-escape to quit

-bind the top

Pong paddles should respond to the leap

#Due to Outstanding circumstances we made no progress on this so adjusting schedule

11/5

Add an elegant quit function to all games, escape to return to menu

Tune up pong so it is complete

And have a working menu from which to select the games

11/7

Sven- Working through code for asteroids

Angel- working with pygame keypress

Zevi- working with the menu

Drew- Actually complete portal game and get pong set up

11/12

Menu complete look at what’s next

Possible tutorial?

Possible other games?

11/19

?

11/26

?

**Presentation**:

**Intro** (sven) [website in the background]

-overview

-our project

-where we come from

(Zevi: say a few words about the website)

**What we have so far**: portal game, pong? (Zevi)

-how they work with the leap motion controller

**Demo** (drew):

-portal demo

-pong multiplayer (hopefully)

**Future development / outro:**

-what other games could be setup to run with the leap motion.

-outro