**LeapBack development schedule**

10/29

Complete portal game –score keeping

-escape to quit

-bind the top

Pong paddles should respond to the leap

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

11/12

Menu complete look at what’s next

Possible tutorial?

Possible other games?

11/19

?

11/26

?