**LeapBack development schedule**

10/29

Have pong game done for leap motion

11/4

Have a working Asteroids game using the leap motion

And possibly a working menu from which to select the games

11/11

Have a working menu by this point

Have a working enemy class system for the final game (as of yet titled bullet hell scrolling shooter)

11/18

Have a working final game

Compile all the games into one file and be able to play them from the menu