

# SEPTEMBER

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
1	2	3	4	PROJECT START5	6	7
8	9	10	11	12	13	14
			CALENDAR CREATION			
15	16	17	18	19	20	21
PAUSE BUTTON/MENU	FINALIZE MAIN CHAR FINALIZE STANDING ZOMBIE FINALIZE ZOMBIE PIT FINALIZE SAWBLADE				TOUCH SCREEN CONTROLS WORKING MAIN MENU IMPLEMENTED	
22	23	24	25	26	27	28
START LEVEL DESIGN			LEVEL SELECT SCREEN YOU WIN SCREEN YOU LOSE SCREEN			
29	30					
HIGH SCORE SYSTEM IMPLEMENTED	PLAYABLE DEMO					