From a programmer’s perspective, I would set up the following milestones for the project:

September

- Define the several levels of the game and the specific activity for each level.

Before October 15th

- Design and implement the UI for home page, menu and gaming background

- Design and Sketch the storyboard for each activity

- Design the basic functionality of the game, including scoring system, trophy system, and feedback.

Before October 30th

- Implementing major functionality

Before November 15th

- Test the game to make sure it’s bug-free

- Improve appearance and user experience.

- Add features, including hints, effects, sound and prompts

Final wrap up

-Find some kids to test it and adjust level difficulty accordingly.

-Possibly add the multiplayer mode.