**Suggested Schedule For Super Asteroids: Winter 2016**

Feb 17 Data importer & Loading model from database done
Feb 21 Ship builder done (4 days)
Feb 22 Quick Play done (1 day)

Feb 27 ship moving (5 days)
  rotation
  world to view
Feb 29 Objects (2 days)
  asteroids appear and move
  lasers shoot from cannon
March 3  collision (3 days)
  asteroid behaviors
  lives
  ship behavior (safe zone)
March 4 Final Touches (1 day)
  Background
  Sound
  Mini-Map
  Level Transitions

March 7 Everything done (22 days total (19 days total excluding Sundays))

*The dates listed are the days that that piece of the project should be completed by. EG: By 11:59p.m. on Feb 17 Data importer and Loading model from database should be done.*