Suggested Schedule For Super Asteroids: Spring 2016

May 18 Data importer & Loading model from database done
May 20 Ship builder AND Quick Play done

May 23 ship moving
  rotation
  world to view
May 24 Objects
  asteroids appear and move
  lasers shoot from cannon
May 24 collision
  asteroid behaviors
  lives
  ship behavior (safe zone)
May 25 Final Touches
  Background
  Sound
  Mini-Map
  Level Transitions

May 26 Everything done

*The dates listed are the days that that piece of the project should be completed by. EG: By 11:59p.m. on May 18 Data importer and Loading model from database should be done.