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.*