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So far the project, in my opinion, seems to be relatively on time. The UI is on its way to completion and I have no doubts on being able to finish it by the end of January. If there's one thing I'm worried about it will be the eventual integration of the three parts but from the research we've done, it seems like all of the parts should be able to come together rather seamlessly after some testing. My goal for the next 3 weeks is to create a professional Unity UI and have the 3D model creation capabilities ready. Should I finish early I plan to try to implement a stream window so that users can see what the camera is pointing at through the Unity window.