

| Spencer Capes | | | | | | | |
|---------------|-------------|-----------|----------|---------------|-----------------|-----------|--|
| Stage | Asset | | Priority | Expected time | Actual Time | Milestone | Notes |
| Level Design | Whitebox | | Need | 5-6 Hours | 12 Hours | | I spent a more time on the whitebox for this project because while I was doing it I was really enjoying it and having fun and tried to make everything as neet as possible, as well we were quite occupied with other assignments so I wasn't able to start the whitebox until around week 5 |
| | | Concept | | | | Week 3 | |
| | | Revisions | | | | Week 4 | |
| | | Final | | | | Week 5 | |
| Rigging | Pedestrians | | Need | 2-3 Hours | Haven't Started | Week 8 | |
| | Birds | | Wish | 2 Hours | Haven't Started | Week 8 | |
| Animations | Pedestrians | | Need | 10 Hours | Haven't Started | Week 9 | |
| | | Walk | Need | | | | |
| | | Run | Want | | | | |
| | | Idle | Need | | | | |
| | | Interact | Wish | | | | |
| | | Wave | Wish | | | | |
| | GreyBox | | Need | 10 Hours | Heven't Started | Week 9 | |