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| **Date 2019** | **Week** | **Milestones/Tasks** |
| 7th - 11th Jan | 1 | Research ‘Tranquillity’  Revise research already gathered on ‘Relaxation’ and ‘Awe and Wonder’  Send out a questionnaire (found in the tranquillity research) to gather more of a public understanding of tranquillity. |
| 14th - 18th Jan | 2 | Research how to set up Unity for Virtual Reality, install the Oculus Integration for Unity  Research how to create water in Unity.  Research how to use particle effects to create a water feature, water fountain or waterfall, etc. |
| 21st - 25th Jan | 3 | Research more into ‘Wonder’ |
| 28th - 1st Feb | 4 | Gather tranquillity questionnaires – analyse the key features and type up in a design document |
| 4th - 8th Feb | 5 | Create moodboards for ‘Tranquility’ and ‘Wonder’ |
| 11th - 15th Feb | 6 | Create sketches of ideas, based on research and moodboards  Research into Virtual Reality and Oculus Rift – how assets need to be made, restrictions and technical requirements. |
| 18th - 22nd Feb | 7 | Tutorial session with Dave Pimm – feedback on ideas and what actions to take next. |
| 25th - 1st Mar | 8 | Create new sketches based of tutor feedback, ready to build a test scene  Further research into Oculus Rift |
| 4th - 8th Mar | 9 | Build very basic geometry to represent features in the scene.  Set up Unity scene - Oculus Rift Integration  Import these assets into Unity |
| 11th - 15th Mar | 10 | Tutorial with Dave Pimm – feedback on the current scene  Test Oculus Rift Development Kit with the Unity scene |
| 18th - 22nd Mar | 11 | Model the bridge where the player character will be positioned. |
| 25th - 29th Mar | 12 | Model tree branches and leaves |
| 1st - 5th Apr | 13 | Model entrance gate/doors and giant seashell |
| 8th - 12th Apr | 14 | Model cobblestone walls |
| 15th - 19th Apr | 15 | Model floors – sand, grass, water  Texture floors |
| 22nd - 26th Apr | 16 | Assemble test scene in Unreal Engine  Implement audio – non-diegetic soundtrack and diegetic sound effects (bird song and wind chimes)  Experimenting with time of day (light source and sky sphere)  UV Mapping for Bridge, Shell and Entrance Gates  Lighting in Unreal Engine  Texturing bridge |
| 29th - 3rd May | 17 | Remaining textures for models – tree trunk and leaves, shell details,  Model, UV mapping and textures for wind chimes  Model, UV mapping and textures for flowers  Polishing – details in textures, fix any bugs, adjust lighting. |
| 6th - 10th May | 18 | Polishing  Record a one minute video of the experience  Build a desktop executable file  Complete a postmortem for the project  Submit deliverables |