**MILESTONES & ASSET LIST**

**Milestone Schedule**

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| **MILESTONE & DATE** | **DELIVERABLES** |
| MS1 -14/4/2021 | * Map drawing * list of assets with priority * excel document, with time for assets |
| MS2 – 27/4/2021 | * Have 50% of the major place holder models complete. * Gray box * Lighting first pass |
| MS3– 4/5/2019 | * feature model Placeholder. Murder victim/s * 100% of place holder models complete. * Play tests. |
| MS4 – 10/5/2021 | * Textures and UV Maps for Models * Lighting final pass * Sound pass * Setting and feeling test (Vibes) |
| Release – 11/5/2021 | * Final polish. |

**Milestone Notes:**

**MS1**

14/4/2021  
Map drawing, was not finished during the planned time as why its placed again in MS2. Personal life was forgotten to be given time for.

List of assets and their allocated time to create the assets was made and placed in an excel document.

There was some work done in other areas such as lighting in unity and tests in pro builder.

**MS2**

27/4/2021