**Project Milestones**

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| **Date** | **Week** | **Milestone** |
| 7-11 Jan | 1 | Research Tranquillity |
| 14-18 Jan | 2 | Research Wonder |
| 21-25 Jan | 3 | Create mood boards |
| 28 Jan-1 Feb | 4 | Finalise idea |
| 4-8 Feb | 5 | Create design document |
| 11-15 Feb | 6 | Model basic terrain shape and add grass texture |
| 18 -22 Feb | 7 | Meet with Dave Pimm to discuss concept and find sounds |
| 25 Feb – 1 Mar | 8 | Model basic tree |
| 4 – 8 Mar | 9 | Texture tree |
| 11 – 15 Mar | 10 | Model cherry blossom tree |
| 18 – 22 Mar | 11 | Texture cherry blossom tree |
| 25 – 29 Mar | 12 | Model and texture stones |
| 1 – 5 Apr | 13 | Set up Unreal Engine projects for VR and import all assets into Unreal Engine |
| 8 – 12 Apr | 14 | Model and texture luminous flowers and model and texture long grass for edges of pond, lily pads, water lilies |
| 15 – 19 Apr | 15 | Model and texture grass for terrain |
| 22 – 26 Apr | 16 | Create and texture water for pond and meet with Dave to discuss progress, adjust grass |
| 29 Apr – 3 May | 17 | Lighting in Unreal Engine and add sounds, model and texture flowers |
| 6 – 10 May | 18 | Create video of VR experience and create executable |