3. Delivery report - Apollo Studios

	Task	Subtask	Person(s)	Time	Percentage
1	Design Management	● Business plan	Maria Rodrigues	11h10	100%
2	UX and UI	● Development of menus, HDU and UI Kit	Maria Rodrigues	8h54	100%
3	Digital Studio III	● Landing Page with P5 Sketches	Max Sengotta	35:55 hours	100%
		● Report	Max Sengotta	2 hours	100%
4	Environment 3D Modelling	● Environment modelling ● 3d objects modelling	Guilherme Ramos Guilherme Ramos	70 hours 10 hours	100% 100%
5	Character & Weapon 3D Modelling, Applying Textures, Animations, Views, Wireframes, Gifs/Mp4's, Renders	● Funny Guy 3D Model	Max Sengotta	22 hours	100%
		● Funny Guy Views & Wireframes	Max Sengotta	0:20 hours	100%
		● Ranged Enemy Knife 3D Model	Max Sengotta	9:50 hours	100%
		● Ranged Enemy Knife Views & Wireframes	Max Sengotta	0:15 hours	100%
		● Reanimating Character Animations & adding new ones	Max Sengotta	8 hours	100%
		● Updating Character Animation Gifs/Mp4's	Max Sengotta	2:10 hours	100%
		● In-Game Environment Renders	Max Sengotta	2 hours	100%
		● Character Height Comparison Update	Max Sengotta	0:20 hours	100%
6	Update Spec sheet		Maria Rodrigues	2 hours	100%

#	Task	Subtasks	Assignee	Time	%
7	Poster		Max Sengotta	1 hour	100%
8	Merchandising	● PSD Mockups	Valeriya Ponomareva	2 hours	100%
9	Trailer	● Filming	Valeriya Ponomareva Max Sengotta	17 hours 17 hours	50% 50%
		● Editing	Valeriya Ponomareva	11 hours	100%
		● Storyboard	Valeriya Ponomareva	1 hour	100%
10	In-Game Cutscenes	● Tattoo Giver giving Tattoo ● Endboss running away ● Xhama looking above city	Max Sengotta	7:30 hours	100%
11	Update Concept Book		Maria Rodrigues	7h10	100%
12	Presentation		Sérgio carvalho Maria Rodrigues Guilherme Ramos	1h 1h 1h	33% 33% 33%
13	GDD		Sérgio Carvalho Bruno Félix	5 hours 5 hours	50% 50%
14	Animations(Unity)		Sérgio Carvalho Bruno Félix	5 days 5 days	50% 50%
15	Boss		Sérgio Carvalho Bruno Félix	4 days 5 days	40% 60%
16	City Building(unity)		Sérgio Carvalho Bruno Félix	1 day 2 days	40% 60%
17	Lightning (unity)		Sérgio Carvalho Bruno Félix	2 days ½ day	70% 30%
18	Music		Sérgio Carvalho Bruno Félix	1 day 1 day	50% 50%
19	Cut scenes(unity)		Sérgio Carvalho Bruno Félix	1 day 2 days	40% 60%
20	Bug fixing(unity)		Sérgio Carvalho Bruno Félix	(Infinity) days	50% 50%

21	Video presentation		Sérgio Carvalho Bruno Félix	2 hours 2 hours	40% 60%