Project schedule

Research:

Document dream project

Confer with different types of therapists

Decide official phobias to use

Deep research

Prototyping:

Proof of concept

Whiteboxing

UI - Buttons, Title Page, scroll bars

Scratch code

Prototype one phobia

Play test

Preproduction:

Create initial Assets

Establish levels of Exposure for each

Rig Assets and Animate

Play test UI and animations

Production:

Begin to Assemble - Stablize UI, Input objects and animations

Finalize Code for each Level

Problem solve different levels of exposure

"Graduated" animation

Post:

Take/show to different therapists

Assets

UI:

Buttons - Select phobia, Select Level, Start, Pause

Objects:

Phobias - Spider, Snake, Shark (Rigged, textured, animated)

Shelf - PTSD sounds, VFXs,

<https://www.the9mmberetta.com/get-iridescent-effect-photoshop/> (For Bird)

<https://www.artstation.com/artwork/bEDOv> (Bird again)