**9.1** **Schedule/Sprint Milestones**

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| Dates | Milestones | Completion goals |
| August 20th | – Start of Fall semester | Initiate project design phase. |
| September 5th | – Project proposal submission | Project proposal, One-page pitch, Schedule of project, Assets list. |
| September 21st | – End of 1st quarterly | Navigable white-box demo of barren CS building, File structure documentation, working elevators, working pass of navigation mechanics, Working stair traversal mechanics. |
| October 24th | – Due date for midterm | Build of program that includes all previous assets to date. |
| November 19th | – End of 3rd quarterly | Rough textures on all previously complete white-box models, rough UI model implemented in build, 2 more buildings in white-box |
| December 12th | – End of Fall semester | Rough texture version of selected test building, deliverable beta build of project (excluding unfinished buildings, select permanent fixtures, nonpermanent adornments, proper lighting or other finishing effects) |
| January 7th | – Start of Spring semester | Review status of project with client |
| February 1st | – End of 1st quarterly | Basic structure of mechanics all properly implemented. |
| March 1st | – Midterms | Build of project with all prior assets implemented. This should include all white box models of the buildings. |
| March 28th | – End of 3rd quarterly | All temporary textures and white-boxes have been replaced with finish textures, Traversal mechanics functional including; character movement, elevator movement, and Stair traversal. UI Properly implemented and Functional |
| April 25th | – End of Spring semester | Non-Beta deliverable build with all goals, buildings, mechanics, and polish in a complete status. Hand off to client. |