

# Third Person Stalker (Loner)

**Lovro Tokić** - Mechanics, movement, combat

**Nikola Klemić** - Sound Design, Music, UI

**Antonio Mirt** - Level Design

**Borna Milinović** - Level Design

28.09. - 01.10.	Project Start, GDD, Level Design Sketch
05.10. - 09.10.	TPS Controller, Main Menu UI
12.10. - 17.10.	Level Design, Main Menu Scripting
18.10. - 19.10.	Soundtrack Main Menu, TPS Character, Research of Assets
20.10. - 24.10.	Start of OST, Start of Weapon Mechanics, Weapon Models
26.10. - 30.10.	Inventory - Pickups, User Interface, Cover Mechanics
02.11. - 06.11.	Lighting, Atmosphere Sounds, Stances
09.11. - 13.11.	Foley Sounds, Pickup Models, Bugfixes, UI Scripting
16.11. - 20.11.	Combat Sounds, Anomaly Models, Weapon Scripting
23.11. - 27.11.	Finish of OST, Emission Event
30.11. - 04.12.	Artifact Sounds, Terrain Details, Artifact Mechanics
07.12. - 11.12.	Anomaly Sounds, Objects (Houses, Vehicles, Nature), Anomaly Mechanic, Testing
14.12. - 18.12.	Bugfixes, Testing

**Final build - Before the End of 2020.**

**OST - Original Soundtrack**