**MILESTONES & ASSET LIST**

**Milestone Schedule**

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| **MILESTONE & DATE** | **Goals** | **Results** |
| MS1 - 20/4/2021 | Greybox level (map 2) Make gun model (1st pass) Make ammo box model | Map semi done. |
| MS2 – 27/4/2021 | Create rest of map décor models (Door, Gate, railing, crate). Take 2nd pass on gun model. Create ammo box texture. | Map complete, navmesh setup.  1st & 2nd pass of gun model made. Ammo box model made. |
| MS3 – 11/5/2021 | Create gun texture (Feature Asset) Create Trap Vent + Lever model Implement Trap functionality | Texture for Shotgun & Ammo Box are done and in level. Rest of map décor objects complete (model, texture, placed in level). |

**Milestone Notes:**

**Milestone 1**

For the first milestone, I plan for the basics of the level, and of the more important assets to be presentable. This being the greyboxing of the level, and the creation of both the shotgun (feature asset), and Ammo Box. Since these will be the most visible assets within the game, they should be completed first. They will also act as reference for the rest of the future assets, in terms of scale and level of detail (poly count ect.)

**Milestone 2**

After this milestone, I plan to have the map décor completed, being low LOD, they should be easy to texture after modelling. This is also where I take a 2nd pass on the shotgun before texturing, since it’ll be the most noticeable asset, it requires this extra step. Finally, this is also where I create the texture for the ammo box, for the purposes of implementing it with the reload mechanic. **Milestone 3**

The 3rd milestone is when the gun will finally be textured after the 2nd pass. Once that is done, I’ll make the Trap Vents and Level models + texture. At this point in development, it’ll be more focus on the mechanical side of creating the game, than on the asset development angle.

**Reflection Notes:**

**Milestone 1**

The greyboxing took longer than expected, and I was more stuck on making it properly, than making it functional. After initially creating the layout, I realized it did not translate well to the initial map layout. Alongside that, the game is not functional. The navmesh is not properly applied, so they just multiply in 1 spot on the map. There has been no progress on the feature asset (the shotgun) or other models. A new map layout was made that functioned with the level’s size.

**Milestone 2**

The level has been made, the layout is finalized, the enemy AI / nav mesh has been setup properly, and the first 2 models from M1 have been created. The things that have not been done are:  
The rest of the map décor objects (doors/railings ect.).  
The ammo box texture.  
  
**Milestone 3**

Level has been textured, enemies and player have been textured. The ammo box and gun have been properly textured. All map assets except for the railing have been textured, modelled, and implemented. The trap vent and lever have not been created, due to the lack of time to experiment with coding and the event system to make it functional. The railing is the only other map object that has not been completed.