**Next Objectives**

The highlighted text is what needs to be done first

- Megaman model Time Estimate:

∙ Basic 5-6 hours

‣ head 1-2 hour(s)

‣ torso 30 min

‣ pelvis 20 min

‣ legs 5 min

‣ arms 10 min

‣ hands 1-2 hour(s)

‣ animations 2 hours

∙ Original quality 10+ hrs

‣ textures & further animations & details

∙ HD: 20+?

- Base test level for Megaman to interact. 30 min

- Character action scripts

∙ Forward, back, left, right

∙ Jumping

∙ Kick

∙ Buster