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| Brainstorm | ~15 Min |
| Unity scene opzetten | ~15 Min |
| Game design document | ~30 Min |
| Boot modelen | ~5 Uur |
| Werk in unity (scripten etc) | ~20 Uur |
| Character modelen | ~20 Uur |
| Character animeren | ~2 Uur |
| Groepsafspraken maken | ~20 Min |
| Concept character | ~1 Uur |
| Documenten zoals style guide maken | ~30 Min |