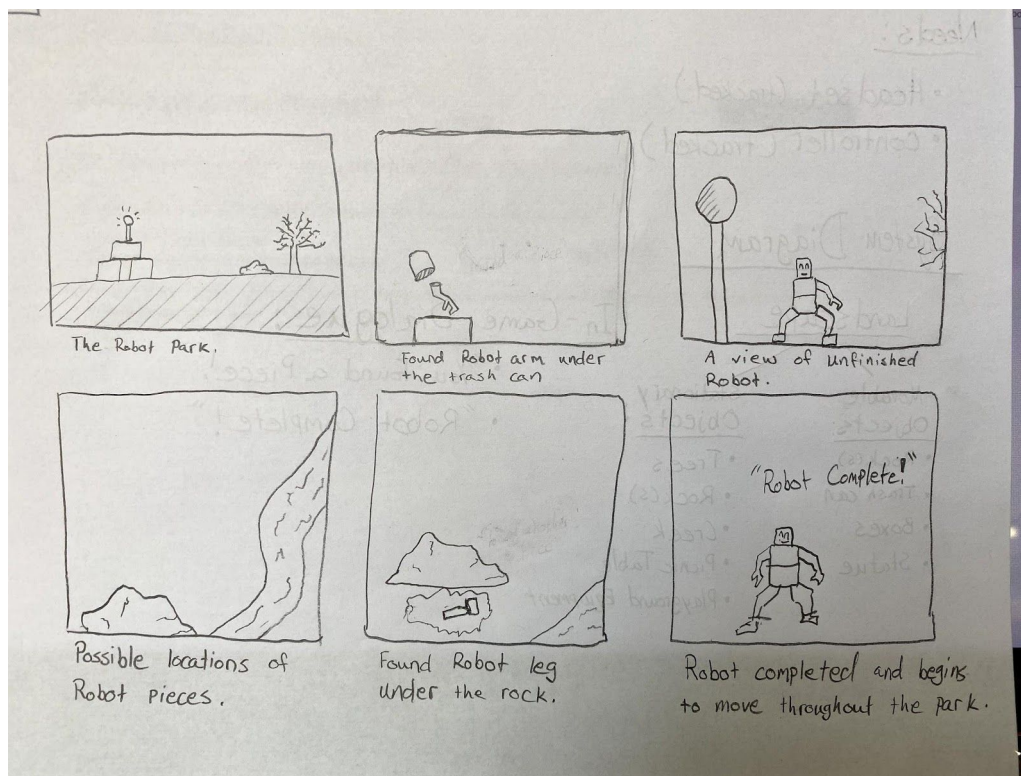


Storyboard:



System Diagram:

Needs:

- Head set (tracked)
- Controller (tracked)

System Diagram

Landscape

Movable Objects:

- Rock(s)
- Trash can
- Boxes
- Statue

Stationary Objects:

- Trees
- Rock(s)
- Creek
- Picnic Table
- Playground Equipment

In-Game Dialogue:

- "You Found a Piece!"
- "Robot Complete!"

Timeline:

Timeline

Nov 19th - Turn in timeline & Final Full Proposal

Nov 19th - Nov 26th :

- Set up environment including landscape, layout, and background

Nov 26th - Dec 3rd :

- Create movable objects
- Add in-game dialogue

Dec 3rd - Dec 10th :

- Test & refine as needed
- Ensure components are working correctly

Dec 10th - Dec 14th :

- Make any remaining changes
- Test and re-test