

For milestone 3, I plan to have completed the model of the player character, include enemy NPCs (using the the mixamo skeleton) and to have basic shooting mechanics. I will also attempt to animate weapons animations for the player, and create a small 'training simulation' to fight enemies in.

Finishing the player's 3D model should take between 1 and 2 hours, weapons animations will likely take between 3 and 4 hours, enemy mechanics should take between 2 and 3 hours if I use tutorials, and building the simulation area itself should take between 3 and 4 hours