

List of assets:

1. Spaceship 1
2. Spaceship 2
3. Spaceship Prop
4. Auto turret
5. Barricade
6. Fighter craft
7. Fighter Craft 2
8. Main 3-pronged building
9. 2 Pronged building variant

Plan for uniformity:

Everything is named along the lines of their description, and everything is made with sci-fi

Is the project overscoped:

Perhaps, it is ambitious, but it should be doable

Schedule with deadlines:

11/17/2024: Main building and spaceships complete

11/24/2024: Rest of modeling complete

12/1/2024: Scene created

12/8/2024: Scene completed with visual effects and animation

Final project expectations:

A walkable 3 building environment with connecting bridges, buildings going off in every direction and the buildings fading to darkness below. Above you, large ships battle in low orbit and fighters fly about, then one gets shot down and flies through the center of