**MILESTONES LIST**

**Milestone Schedule**

|  |  |
| --- | --- |
| **MILESTONE & DATE** | **DELIVERABLES** |
| Grey box pass -14/4/2021 | * Basic Grey box of level * Basic Functionality   + Movement   + collision |
| 1st Pass – 21/4/2021 | * Lighting * Colours applied to the grey box. |
| Complete Scene Assets – 27/4/2021 | * Modeled * UVed * Textured |
| Complete Feature Asset – 4/5/2021 | * Modeled * UVed * Textured |
| Complete Release – 11/5/2021 | * Level Complete * Final changes to level design * Final changes to UI (User Interface) * Final changes to gameplay |

**Milestone Notes:**

**MS1: Grey box pass (Completed at time of writing)**

* The grey boxing was a success.
  + The model of the level is functional.
* Collision is working as expected.
* Tests have shown that the level is fun to navigate (the physics might need to be changed though).
  + Once players learned how to control the marble, they found it enjoyable.

**MS2: 1st Pass**

* Change lighting in the level to reflect how the level looks.
* Basic colour materials to be applied to the grey box models.
* Recorded feedback from testers.

**MS3: Completing scene assets.**

* Completed modeling, UV unwrapping and texturing of all the scene assets.

**MS4: Completing Feature Asset**

* Concept
* Finished model, UV unwrapping and Texturing.

**MS5: Complete Release (Final pass)**

* No more changes required for design, assets, and gameplay.

**Reflections**

MS2:

* Players found navigating the level enjoyable.
* Players liked the choice of colours + lighting.
* Players like the branching paths.