# **Milestones**

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| **Milestone & Date** | **Deliverables** |
| Wednesday, 14th April | * Box out dimensions for all assets in Maya * Import assets from Maya to Unity. * Greybox in Unity complete |
| Tuesday, 27th April | * Get player feedback from Greybox. * Collected all appropriate textures. * Apply textures to all assets. * Prepare a 1st pass of feature asset. * Replay game with testers. |
| Tuesday, 11th May | * Polish game art and aesthetic * Complete modelling and texturing * Submit final pass of feature asset * Submit complete level |

**Notes:**

Wednesday, 14th April

* All assets I needed were successfully imported in Unity.
* Once they became prefabs, I was able to box out the level and gain a sense of scale for the player and enemies.
* A working Greybox of the level was just out of reach for completion. Two mechanics still needed to be added while one existing mechanic needed to be tweaked. This was because I underestimated how many problems I would encounter while scripting, and how long it took to find the solutions.

Tuesday, 27th April

* Limitations in my current grey box’s layout and size were made prevalent by player feedback.
* 1st Pass of Feature Asset was complete.
* Along with all textures, a new Scene was built **from scratch.**
* Game ready for 2nd play testers

Tuesday, 11th May

* Feature Asset has been re-textured to fit art style and external elements of Prefab.
* Surrounding environment has been grey boxed, modelled and textured.
* Scene elements such as fog, terrain and a skybox have been implemented.
* Polished game mechanics and aesthetic for complete level.
* Right up to the last moment, new and fleeting ideas would be raised and shot down as the due date drew closer. Having better foresight for the scope of the game may have allowed me to implement these additional features with given time.