# **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.