

James Horz
Final Project Milestone 1
IGME 219

Assets

- Chair
- Table
- Wood board
- Door

- Barbed wire baseball bat
- Katana
- Hatchet
- Crossbow

Uniformity

I plan to keep the project uniform by keeping the style intentionally dull to keep with the post apocalyptic theme. Everything will be made to have the correct size relative to each other to help with uniformity as well.

Did I Overscope?

I don't believe that I have overscoped. I feel as though the assets and scene I am creating reach a happy medium of not being too much but also being complex enough to be a final project.

Schedule

11/3 - 11/6: Graybox the scene and create the first person controller
11/7 - 11/20: Create and UV map all assets
11/21 - 11/25: Add assets to the scene
11/26 - 12/9: Texture all assets and create an animation
12/10 - 12/14: Add lighting and finalize everything

Expectations

I hope that my project is able to give off the vibes of The Walking Dead, as it is one of my favorite franchises.