**MILESTONES & ASSET LIST**

**Milestone Schedule**

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| **MILESTONE & DATE** | **DELIVERABLES** |
| MS1 – Wed 21 | * Level Greybox |
| MS2 – Tues 27 | * Postal frog model – first pass * Low poly assets complete (parcels, power box, window) * Functioning character controller |
| MS3 – Wed 5 | * High poly assets complete (fountain, house, hedge) * Postal frog model complete |
| MS4 – Tues 11 | * All assets complete * Textures complete * Level complete and functioning. |

**Milestone Notes:**

# MS1

Initial starting level (Greybox)

# MS2

Get the basic design of the frog player character complete and start on other assets

# MS3

Complete assets other than feature frog assets.

# MS4

Complete textures and import into level