**MILESTONES & ASSET LIST**

**Milestone Schedule**

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

**Milestone Notes:**

# MS1

Initial starting level (Greybox) and complete all low poly models.

# MS2

Get the basic design of the frog player character complete and complete all other (all high poly) models.

# MS3

Complete postal frog feature model.

# MS4

Complete textures and touch up level.

Milestone Reports

MS1

All low poly models done (except added Ground model)

Postal frog Greybox complete needs remodeling

Functioning Greybox around improper character controller

MS2

Completed all models except frog feature asset

Many textures completed

MS3

Finished Postal Frog model and created alternate “Leap” model

Acquired non-functioning first pass character controller