**MILESTONES & ASSET LIST**

**Milestone Schedule**

|  |  |
| --- | --- |
| **MILESTONE & DATE** | **DELIVERABLES** |
| MS1 – Wed 21 | * Level Greybox * Postal frog model – first pass * Low poly assets complete (parcels, power box, window) |
| MS2 – Tues 27 | * Functioning character controller * High poly assets 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.