

TASK COMPLETION FOR THE GREATEST ENGINE EVER CREATED :		VERY REAL ENGINE	
FIELD	CONTENT	ESTIMATED TIME	COMPLETION TIME
Textures/Models	Mesh Loading	5 hours	6/7 hours
Textures/Models	Texture Loading	3 hours	20 hours
Textures/Models	Baker House + Texture on start	1 hour	1 hour
Textures/Models	2 additional models + textures	2/3 hours	30 minutes
Textures/Models	Drag & Drop Textures	2 hours	20 minutes
Textures/Models	Drag & Drop Meshes	2 hours	20 minutes
Textures/Models	Mesh Info	30 minutes	5 hours
Textures/Models	Primitives Menu	5 hours	2 hours
Textures/Models	Texture Info	1 hour	1 hours
Camera	Camera Movement & free look	10 minutes	10 minutes
Camera	Mouse Wheel Zoom	10 minutes	30 minutes
Camera	F to focus on selected Object	20 minutes	45 minutes
Camera	Shift to duplicate Camera Speed	20 minutes	5 minutes
Camera	Alt + Left click to orbit around mesh	20 minutes	20 minutes
Debugging	Console	2 hours	2 hours
Debugging	Hardware & performance management	1 hour	3 hours
Debugging	Configuration for each module	1 hour	1 hour
Debugging	Learn how to use ImGui	3 hour	5 hours
Debugging	General Menu with information	20 minutes	2 hours
Debugging	Adding Libraries	3 hours	10 hours
Objects	Hierarchy Structure	5 hours	5 hours
Objects	Inspector Window	3 hours	5 hours
Extras	Transformation with input	3 hours	4 hours
Extras	Eye Icon Hierarchy	4 hours	30 minutes
Extras	Transformation with input	4 hours	30 minutes

Extras	Visualization Textures Inspector	1 hour	10 minutes
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