

Projektplan „Order of Laylin“

März	April	Mai	Juni
	1	1	1
	2	2	2
3	3	3	3
4	4	4	4

Creating first walking cycle  
Weapon drawing animation

Finish walking animation  
Create running animation  
develop world and background story

Create jumping animation  
Create hitting animation

Environment and level concept art  
Creating level assets

First boss concept art  
• attacking pattern  
• level design  
• asset creation  
• animation

Media Night boof concept

Prepare Media Night boof

Story Concept developing  
Studying animation basics

First character concept art  
Weapon concept art