|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| NAME | WEEK 1 | WEEK 2 | WEEK 3 | WEEK 4 | WEEK 5 | WEEK 6 |
| Ian | Cupcake drone, | Textures\*, animation | Polish textures | Polish | Room rebuild | Polish, documentation |
| Jardene | Unicorn plush | Textures\* for model, rigging | Polish textures, alternate env panels | Polish | Room rebuild | Polish, documentation |
| Dan | HUD, decals, donut, laser texture + model | Textures\*, HUD, animations, menus | Polish animations and textures | UI and decal finalization, polish donut drone animations and model | Polish animations and UI | Polish, documentation |
| Kathryn | Modular pieces (wall, floor, pillars, ceiling), crates, cookie health pack. | Textures\* (inc variants) | Polish models and environment, alpha populate build | Rebuild level | LIGHTING + populating for beta | Polish populating and lighting, documentation |
| Rohan | Ammo (popper and tub), thrusters, hands | Textures\*, hands animations, rig hands | Polish textures and animations | Polish, model doors, rig and animate arms | Room rebuild, extra asset modelling, polish arms | Polish, documentation |

ARTIST WORK SCHEDULE

\*done by Monday evening/Tuesday Lunch latest to give focus for animations and rigging.

TIME ALLOCATIONS – 20 Hour minimum/week EACH

Kathryn: 20h  
Ian: 20h  
Dan: 20h  
Rohan: 20h  
Jardene: 20h

BUDGET: 5 artists @ $30/h = $18,000 TOTAL BUDGET   
 (inc. above calculations = $3000/week)

Trello Link (asset lists and individual tasks): https://trello.com/b/GUtcuzUX/humorous-overkill