Model List	Modeling Time	Actual	UV time	Actual	Texture Time	Actual	Implimenting Time	Actual	Approval/Padding Time	Aprox. Total	Actual
Layout/Map	2		1		2		0.5		0.33	5.83	
Headstones	1		0.5		0.5		0.2		0.33	2.53	
Statue/Terrace thing	3		1		1		0.2		0.33	5.53	
Dead Trees	2		1		0.5		0.2		0.33	4.03	
Rock with headstones poking out	1		0.5		0.75		0.2		0.33	2.78	
Rocks	0.3		0.3		0.3		0.2		0.33	1.43	
Candles	0.5		0.3		0.5		0.3		0.33	1.93	
Ruins	2		1		2		0.2		0.33	5.53	
Flag	0.75		0.5		0.5		0.2		0.33	2.58	
Lamp Posts	1		0.5		1		0.5		0.33	3.33	
Hanging Moss	0.167		0.3		0.75		0.2		0.33	1.747	
Pillars	0.5		0.3		0.5		0.2		0.33	1.83	
Crypt	2.5		1		2.5		0.2		0.33	6.53	
Urns	0.3		0.3		0.3		0.2		0.33	1.43	
Pots	0.3		0.3		0.3		2		0.33	3.23	
Skull	2		0.75		0.75		0.2		0.33	4.03	
Bones	0.5		0.5		0.3		0.2		0.33	1.83	
Mage Memory	0.5		0.3		1		0.5		0.33	2.63	
Large Book	0.5		0.3		0.5		0.2		0.33	1.83	
Bookcase	0.5		0.3		1		0.2		0.33	2.33	
Archer Memory	0.5		0.3		1		0.5		0.33	2.63	
Tent	1		0.3		1		0.5		0.33	3.13	
Fire	0.75		0.3		0.75		0.5		0.33	2.63	
Bow and arrow	1		0.5		0.5		0.2		0.33	2.53	
Warrior Memory	0.5		0.3		1		0.5		0.33	2.63	
Swords	0.75		0.3		0.5		0.2		0.33	2.08	
Helmet	1		0.5		0.5		0.2		0.33	2.53	
King Memory	0.5		0.3		1		0.5		0.33	2.63	
Throne	0.75		0.3		0.75		0.2		0.33	2.33	
Cook Memory	0.5		0.3		1		0.5		0.33	2.63	
Stew Pot	0.75		0.3		0.75		0.2		0.33	2.33	
Long House	4		1		3		0.5		0.33	8.83	
Tables	0.3		0.3		0.3		0.2		0.33	1.43	
Chairs	0.5		0.3		0.3		0.2		0.33	1.63	
Candelabras	0.75		0.3		0.5		0.2		0.33	2.08	
Barrels	0.3		0.3		0.5		0.2		0.33	1.63	
Chandlier	1		0.5		0.75		0.3		0.33	2.88	
Crystal Gift	0.3		0.3		0.5		0.3		0.33	1.73	
Potion Gift	0.3		0.3		0.5		0.3		0.33	1.73	
Outerbounds of map	2		1		2		0.5		0.33	5.83	
Totals:	38.767		18.95		34.05		13.8		13.2	118.767	