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		0.5		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	

Texture Limitations

Closeup Assets:
- Layout/Map – **Albedo**, **Metallic**, **Normal**, **AO**
- Headstones - **Albedo**, **Metallic**, **Normal**, **AO**
- Statue/Terrace thing - **Albedo**, **Metallic**, **Normal**, **AO**
- Rock with headstones poking out – **Albedo**, **Metallic**, **Normal**, **AO**
- Candles – **Albedo**, **Metallic**, **Normal**, **AO**, **Emissive**, **Opacity**
- Ruins – **Albedo**, **Metallic**, **Normal**, **AO**
- Flag – **Albedo**, **Metallic**, **Normal**, **AO**
- Lamp Post– **Albedo**, **Metallic**, **Normal**, **AO**, **Emissive**, **Opacity**
- Hanging Moss – **Albedo**, **Metallic**, **Normal**, **AO**, **Opacity**
- Pillars – **Albedo**, **Metallic**, **Normal**, **AO**
- Crypt – **Albedo**, **Metallic**, **Normal**, **AO**
- Urns – **Albedo**, **Metallic**, **Normal**, **AO**
- Pots – **Albedo**, **Metallic**, **Normal**, **AO**
- Skull – **Albedo**, **Metallic**, **Normal**, **AO**
- Bones – **Albedo**, **Metallic**, **Normal**, **AO**
- Friendly Memories – **Albedo**, **Metallic**, **Normal**, **AO**, **Emissive**, **Opacity**
- Large Book – **Albedo**, **Metallic**, **Normal**, **AO**, **Emissive**
- Bookcase – **Albedo**, **Metallic**, **Normal**, **AO**, **Emissive**
- Tent – **Albedo**, **Metallic**, **Normal**, **AO**, **Emissive**
- Fire – **Albedo**, **Metallic**, **Normal**, **AO**, **Emissive**, **Opacity**
- Bow and arrow – **Albedo**, **Metallic**, **Normal**, **AO**, **Emissive**
- Swords – **Albedo**, **Metallic**, **Normal**, **AO**, **Emissive**
- Helmet – **Albedo**, **Metallic**, **Normal**, **AO**, **Emissive**
- Throne – **Albedo**, **Metallic**, **Normal**, **AO**, **Emissive**
- Stew Pot – **Albedo**, **Metallic**, **Normal**, **AO**, **Emissive**
- Tables – **Albedo**, **Metallic**, **Normal**, **AO**
- Chairs – **Albedo**, **Metallic**, **Normal**, **AO**
- Candelabras – **Albedo**, **Metallic**, **Normal**, **AO**, **Emissive**, **Opacity**
- Barrels – **Albedo**, **Metallic**, **Normal**, **AO**
- Chandelier – **Albedo**, **Metallic**, **Normal**, **AO**, **Emissive**
- Gifts – **Albedo**, **Metallic**, **Normal**, **AO**, **Emissive**, **Opacity**

Midrange Assets:
- Dead Trees – **Albedo**, **Metallic**, **Normal**, **AO**
- Rocks – **Albedo**, **Metallic**, **Normal**, **AO**
- Long House – **Albedo**, **Metallic**, **Normal**, **AO**, **Opacity**

Far Away Assets:
- Outbounds of Map – **Albedo**, **Metallic**, **Normal**, **AO**

Scale
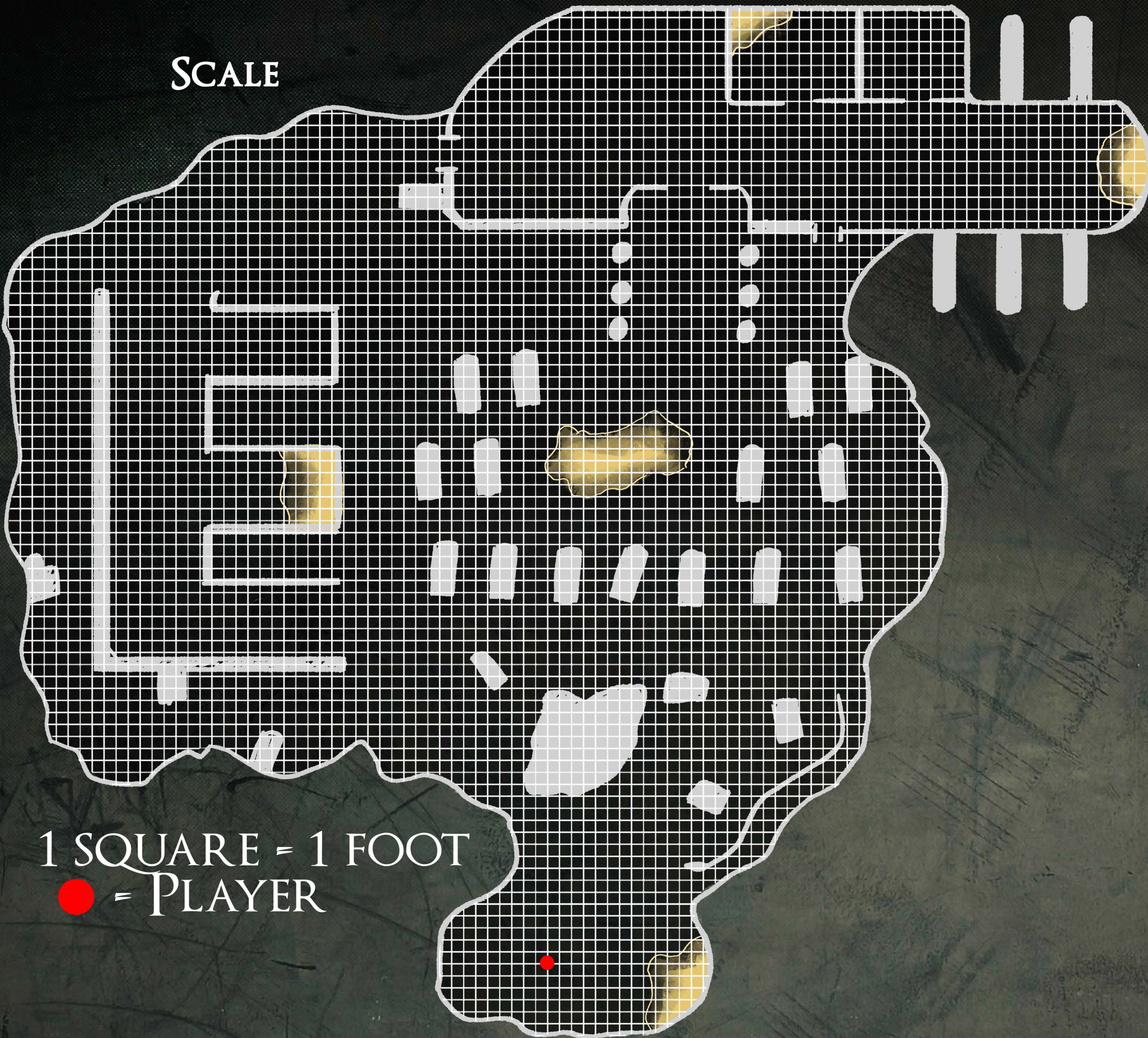
1 SQUARE = 1 FOOT
● = PLAYER

Production Pipeline

Modeling and UV done in **Maya**, possible use of **Zbrush** or **Blender** for soft modeling **>** Texture in **Substance Painter**, possible use of **Photoshop** for decals **>** Lit, animated, simulated in **Unity**.

Unknowns

- Use of LOD. We haven't learned it yet.
- Lighting and fog in Unity. Lighting and fog is hard to make look good in Unity.
- Being able to script this. I am not a skilled scripter, code scares me.
- I worry that I won't be able to make the memory areas look good.
- Making out of bounds areas, like mountains in the distance, is something I haven't really done yet.
- Not sure if Unity store has good character models.

Mechanics and Scripting Needs

- Player
  - Movement
  - Cast light
  - Attack
  - Item inventory
  - Use Item
  - Die
- Enemies
  - NavMesh patrol
  - Avoid Light
  - Follow and attack
- Friendlies
  - NavMesh follow
  - Injured, return to sitting spot
  - Speech Check (Stretch Goal)
  - On enter area disappear
- World Effects
  - Particles
  - Lights
  - Out of bound areas that kill the player
- UI
  - Menu/Pause Menu
  - Text queues