**Modeling List - In hours needed**

Texture Sizes

Scale

Production Line

Unknowns

Budget Time

**Scripting**

**Modeling List:**

* + Layout/Map
    - Graves
    - Headstones
    - Dead Trees
    - Statue/Terrace thing
    - Rock with headstones poking out
    - Rocks
    - Candles
    - Ruins
    - Lamp posts
    - Hanging moss
    - Pillars
  + Crypt
    - Urns
    - Pots
    - Bones
  + Memories
    - Mage:
      * Large Book
      * Desk
    - Archer:
      * Camp with bow and arrow
    - Warrior:
      * Flag with swords in ground
    - King:
      * Throne
    - Cook:
      * Stew Pot
  + Long House
    - Tables
    - Chairs
    - Candelabras
    - Barrels
    - Chandelier
  + Gifts
    - Crystal
    - Potion

**Modeling List:**

* 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 (If I have time)
  + On enter area disappear