**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**

**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