**MILESTONES & ASSET LIST**

**Milestone Schedule**

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| **MILESTONE & DATE** | **DELIVERABLES** |
| Wednesday 14 | * Greybox completed. * Assets listed and planned * Feature asset sketched and planned |
| Tuesday 27 | * Art bible completed * Lighting on colored grey box * Feature asset modelled and uv unwrapped * Assets modelled * Placing assets in the scene |
| May 5 | * All assets uv unwrapped and textured |
| May 11 | * Last minute trouble shooting (geometry and assets) * Finalize lighting |

**Milestone Notes:**

**MS1**

The greybox and basic planning should be done (including mental plans that have not yet been worked on). Assets should also be listed and know the basic idea of their looks.

Reflection: I must rework the greybox, I did finish it, but I need to rebuild it. Everything else was completed on time.

**MS2**

Artistic plan should be concrete, and the models should be created or close to being completed.

**MS3**

All assets should be uv unwrapped and textured or nearly textured.

**MS4**

Last minute fixes or catching up must be done, assets should be placed in the scene. It must be playable by this stage.

<REPEAT PER MILESTONE>