## Final Milestone evaluation

Due: Two workdays before your final exam at midnight.

Instructions:

Replace all your primitives and prefabs with all your models. At least one of them is required to be animated.

Rebuild your map and unity prototype accordingly to your instructor note’s from previous milestone.

Project’s name and theme:

Circus

Cirque du Lune, aka Darkwood Circus, aka CirChaos, aka we didn’t really decide

More references for the theme (if any):

What to submit:

In MyCourses there will be a specially labeled dropbox for Milestone one, in it you will submit:

This document completely filled out.

your unity prototype (replace all available models in this prototype)

the PNG map file if any modifications (along other files necessary)

your list of assets (with a check mark on the ones completed)

A PNG File with the palette of colors to be used in your scene

Individual dropbox

Your own completed assets for this milestone.

Your peer evals.

Members: (Last names sorted in alphabetical ordered)

Biniak, Katelyn

Giallella, Anthony

Moraes, Bruno

Wendling, Kaelyn

Final Milestone results:

Most everything went as planned for this milestone, aside from a few small hiccups towards the end. Everyone got their assets in on time, and our Unity environment looks like how we envisioned it, and probably a bit better than we were even hoping it would by the end. We had issues getting some of our animating assets to work in Unity, but overall it turned out pretty well.

Final Milestone self-evaluation:

94