# Final Project Written Plan

By Zhao Jin

## Complete asset list of all planned models

Note: may skip assets with italic font.

1. Floating rocks that lead to the castle
2. A fallen castle with three floors (simple one) on a floating island
3. *A throne in the castle on 2nd floor*
4. *A painting of the Fallen King when he was alive*
5. Watchtowers on four corners
6. Torches for lighting
7. *Ladder for watchtower*
8. Staircases connecting floors

How you are planning to keep it uniform

Style: the models will be simplistic, low-poly as I struggle with modeling. I’m trying to incorporate look and feel of a haunted dark castle of a fallen king who is walking dead wandering around his throne with his corrupted knights. His only desire now is to defend his iron throne.

Naming: the file names will be lowercased words connected with hyphens, like “fallen-king”, In Unity, the object names will typically be pascal cased with spaces, like “My Little Scene”.

Format: I’ll keep things in my scene well structured, having “Assets” folder and subfolders like “Scripts”, “Models”, “Textures”.

## Did you overscope? Can you complete everything by the deadline? Is this worthy of a final project?

I think the scope is a bit too big as it is a castle. And it actually has given me a lot of anxiety. After all, I’m bad at 3D modeling. I planned the project to be a pasture before, but it sounded lame because there seemed not to have much work to do. Honestly, looking back, I don’t think it’s a bad idea. However, the current plan is worthy of a final project for sure. Because the time scope is tight, I’ll make the models simple so I can progress and finish by the deadline. And this can be a passion project – the original level design is from my own Minecraft RPG server I made with my friends – the builder was not me though. I did the level design and made the boss (and minions).

## Schedules with deadlines, what is expected of yourself, and when. This is to help you organize.

As I already asked Jake for extensions for Milestone I and II because I had serious depression in the past few weeks that made me unable to focus on the project, the time is much less now –

Deadlines:

Milestone II: by 11/17 with grayboxing and initial terrain

Milestone III by 11/24 with the rocks, and initial castle implemented.

Milestone IV by 11/31 with staircase, ladder and watch towers done.

Final Milestone by 12/10, trying to polish and add more details

## Expectations - What is your goal for the final project? What is the end result, what do you hope to accomplish?

My goal for the final project is to make it look acceptable in terms of the scene design and models quality. I don’t expect to make it a portfolio piece. In Minecraft, I have been only able to make “match boxes”. This is already challenging to me, I want to set goals for myself, but I also want to be a little competitive. It would feel lame to set an “easy” goal though it’s not easy for me.

The end result is a haunted dark three-story castle of a fallen king who is walking dead wandering around his throne with his corrupted knights. His only desire now is to defend his iron throne. However, the king and knight will not be added. You can imagine them as invisible ghosts. And if the third person controller doesn’t work well, don’t blame the script, it’s THEM messing with you.