Day	Month	Date			Task 1	Task 2	Task 3	Task 4
Tues	Dec	11			Get Cheetah and gazelle animations working in Unity			
Thur	Dec	13			Submit What I've got			
Tues	**Dec**	**18**						
Thur	**Dec**	**20**	**Christmas Break**		**If I work on this during the break, I should work on menu and a style guide**			
Tues	**Dec**	**25**						
Thur	**Dec**	**27**						
Tues	**Jan**	**1**						
Thur	Jan	3			Gazelle Sculpting	Scripting Gazelle Ai Logic	Starting my sound library	
Tues	Jan	8			Gazelle Sculpting	Scripting Gazelle Ai Logic		
Thur	Jan	10			Gazelle Sculpting	Scripting Gazelle Ai Logic		
Tues	Jan	15			Gazelle Sculpting	Scripting Gazelle Ai Logic		
Thur	Jan	17			Gazelle Rigging	Gazelle Texturing		
Tues	Jan	22			Gazelle Rigging	Gazelle Texturing		
Thur	Jan	24			Gazelle Rigging	Gazelle Texturing		
Tues	Jan	29			Gazelle Rigging	Gazelle Texturing	Have all Gazelle related sounds in library	
Thur	Jan	31			Cheetah Sculpting	Scripting Cheetah Ai Logic		
Tues	Feb	5			Cheetah Sculpting	Scripting Cheetah Ai Logic		
Thur	Feb	7			Cheetah Sculpting	Scripting Cheetah Ai Logic		
Tues	Feb	12			Cheetah Sculpting	Scripting Cheetah Ai Logic		
Thur	Feb	14			Cheetah Rigging	Cheetah Texturing		
Tues	Feb	19			Cheetah Rigging	Cheetah Texturing		
Thur	Feb	21			Cheetah Rigging	Cheetah Texturing		
Tues	Feb	26			Cheetah Rigging	Cheetah Texturing	Have all Cheetah related sounds in library	
Thur	Feb	28			Idle Animations	Implementing animations in Unity with Ai		
Tues	Mar	5			Run Vanilla Animations	Implementing animations in Unity with Ai	Set speeds to actual scale	
Thur	Mar	7			Animations	Implementing animations in Unity with Ai		
Tues	Mar	12			Animations	Implementing animations in Unity with Ai		
Thur	Mar	14			Animations	Implementing animations in Unity with Ai	Submit a decent Ai chase scene with high detail animals	
Tues	**Mar**	**19**	**Spring Break**					
Thur	**Mar**	**21**						
Tues	Mar	26			Modeling Jeep	Scripting Jeep Movement	Working on menu in Unity - Style and Color Schemes	
Thur	Mar	28			Modeling Jeep	Scripting Jeep Movement	Working on menu in Unity - Style and Color Schemes	
Tues	Apr	2			Modeling/Texturing Jeep	Getting project into VR	Working on menu in Unity - Style and Color Schemes	
Thur	Apr	4			Modeling/Texturing Jeep	Getting project into VR	Working on menu in Unity - Button Design and Functionability	
Tues	Apr	9			Modeling Terrain	Getting project into VR	Working on menu in Unity - Button Design and Functionability	
Thur	Apr	11			Modeling Trees/rocks	Getting project into VR	Working on menu in Unity - Button Design and Functionability	
Tues	Apr	16			Modeling Trees/rocks	Setting up nav mesh obstacles in Unity		
Thur	Apr	18			Modeling Trees/rocks			
Tues	Apr	23			Final Debugging			
Thur	Apr	25						
Tues	Apr	30						
Thur	May	2			Turn in final Simulation			