

BABA YAGA (Fetid Izba Level)	
Total Estimated Assets & Implementation Times	(See other sheets for breakdowns)
Total Model Time:	135.7
Total Rigging and Animation Time:	13.7
Total Scripting Time:	29.9
Total VFX Time:	30.9
Total SFX Time:	33.9
Total UI Time:	21.7
Total Time:	265.8
Scale	
Unit Size:	10 centimeters (~4 inches)
Notes:	Player is 1 Unit, standard sugar bowl frog
Unknowns	
Shaders	Research
Lighting	Review Udemy Course
Supposed time saved via "Sam Methods"	We'll see
Exact layout for puzzle interaction	Whitebox

Models	Category	Model & UV Map Time	Texture Time	Implement Time	Test Time	Approval/Adjustment Time	Total Time For Model	
Collectables								
Toadstool1	Small		0.5	0.5	0.3	0.1	0.2	1.6
Toadstool2	Small		0.3	0.2	0.3	0.1	0.2	1.1
Toadstool3	Small		0.3	0.2	0.3	0.1	0.2	1.1
Toadstool4	Small		0.3	0.2	0.3	0.1	0.2	1.1
Toadstool5	Small		0.3	0.2	0.3	0.1	0.2	1.1
Zhar Ptica Amulet	Small		2	0.5	0.3	0.1	0.2	3.1
						Total Collectable Model Time:		9.1
Large Models								
ExtSwamp	Large		2.5	3	0.3	0.1	1	6.9
IzbalInterior	Large		6	4	0.5	0.5	2	13
RussianChimney	Large		2	1	0.5	0.5	1	5
BabaYagaHut	Large		8	6	1	0.5	0.5	16
						Total Large Model Time:		40.9
Medium Models								
Table1	Medium		0.5	0.3	0.2	0.1	0.2	1.3
Table2	Medium		0.2	0.1	0.2	0.1	0.2	0.8
EndTable	Medium		0.2	0.1	0.2	0.1	0.2	0.8
Bench	Medium		0.4	0.2	0.2	0.1	0.2	1.1
LoomWheel	Medium		3	1	0.5	0.2	0.2	4.9
BristleBroom	Medium		1	0.5	0.2	0.1	0.2	2
Cot	Medium		2	2	0.2	0.1	0.2	4.5
Chair	Medium		2	1	0.2	0.1	0.2	3.5
ChairBroken	Medium		0.3	0.2	0.3	0.1	0.2	1.1
ChairMoreBroken	Medium		0.2	0.2	0.3	0.1	0.2	1
Stool	Medium		0.5	0.5	0.2	0.1	0.2	1.5
Rug	Medium		0.2	2	0.2	0.1	0.2	2.7
Samovar	Medium		2	0.5	0.2	0.1	0.2	3
TeaSet	Medium		2	2	0.2	0.1	0.2	4.5
MushroomBasketBackpack1	Medium		0.5	1	0.2	0.1	0.2	2
MushroomBasketBackpack2	Medium		0.5	1	0.2	0.1	0.2	2
						Total Medium Model Time:		36.7
Small Models								
HerbParsley	Small		0.3	0.5	0.2	0.1	0.2	1.3
HerbDill	Small		0.3	0.5	0.2	0.1	0.2	1.3
HerbGarlic	Small		0.8	0.8	0.2	0.1	0.2	2.1
HangingString	Small		0.5	0.2	0.2	0.1	0.2	1.2
Pot1	Small		0.2	0.5	0.2	0.1	0.2	1.2
Pot2	Small		0.1	0.5	0.2	0.1	0.2	1.1
Pan1	Small		0.4	0.3	0.2	0.1	0.2	1.2
Pan2	Small		0.4	0.3	0.2	0.1	0.2	1.2
Pan3	Small		0.2	0.3	0.2	0.1	0.2	1
Bowl1	Small		0.3	0.3	0.2	0.1	0.2	1.1
Bowl2	Small		0.3	0.3	0.2	0.1	0.2	1.1
Bowl3	Small		0.3	0.3	0.2	0.1	0.2	1.1
Plate1	Small		0.3	0.3	0.3	0.1	0.2	1.2
Plate2	Small		0.2	0.2	0.2	0.1	0.2	0.9
Plate3	Small		0.2	0.2	0.2	0.1	0.2	0.9
Vase1	Small		0.3	0.3	0.2	0.1	0.2	1.1
Vase2	Small		0.2	0.2	0.2	0.1	0.2	0.9
Dish Shelf	Small		1	0.5	0.2	0.1	0.2	2
Bread Dish	Small		0.2	0.4	0.2	0.1	0.2	1.1
Cutting Board	Small		0.3	0.3	0.2	0.1	0.2	1.1
Shawl	Small		0.6	1.5	0.3	0.1	0.2	2.7
Basket1	Small		0.5	0.5	0.2	0.1	0.2	1.5
Basket2	Small		0.5	0.5	0.3	0.1	0.2	1.6
Rotten Apple	Small		0.3	0.4	0.5	0.1	0.2	1.5
Towel	Small		1	1.5	0.2	0.1	0.2	3
Oil Lamp Base	Small		1.5	0.5	0.3	0.1	0.2	2.6
Oil Lamp Shell	Small		0.3	0.2	0.2	0.1	0.2	1
GrassTuft1	Small		0.2	0.3	0.2	0.1	0.2	1
GrassTuft2	Small		0.2	0.3	0.2	0.1	0.2	1
GrassTuft3	Small		0.5	0.5	0.2	0.1	0.2	1.5
GrassTuft4	Small		0.4	0.4	0.2	0.1	0.2	1.3
FloorMushroom	Small		0.6	1	0.2	0.1	0.2	2.1
FloorMushroom2	Small		0.3	0.2	0.2	0.1	0.2	1
WallMushroom1	Small		0.6	1	0.2	0.1	0.2	2.1
WallMushroom2	Small		0.3	0.2	0.2	0.1	0.2	1
						Total Small Model Time:		49
						Total Model Time:		135.7

Model To Animate	Category	Rig Time	Animation Time	Implement Time	Test Time	Approval/Adjustment Time	Total Time For Animation
Characters							
BabaYagaHut	Large	3	1	0.5	0.3	1	5.8
						Total Character Animation Time:	5.8
Props							
LoomWheel	Medium	1	1	1.5	0.2	1	4.7
BristleBroom	Medium	0.5	0.5	1	0.2	1	3.2
						Total Prop Animation Time:	7.9
						Total Rig & Animation Time:	13.7

Scripts	Category	Coding Time	Implement Time	Test Time	Approval/Adjustment Time	Total Time For Script
Player						
PlayerMovement	Medium	2	0.5	0.5	1	4
CameraControl	Small	1	0.3	0.2	1	2.5
Jump	Small	1	0.3	0.2	2	3.5
					Total Player Script Time:	10
Game Events						
GameReset	Small	1	0.3	0.2	0.5	2
PlayerDeath	Small	1	0.2	0.1	0.5	1.8
PlayerWin	Small	1	0.2	0.1	0.5	1.8
CollectItem	Medium	2	0.5	0.5	1	4
AnimTrigger	Small	1	0.5	0.5	1	3
					Total Events Script Time:	12.6
Rendering						
CullingObjects	Small	1	0.2	0.2	1	2.4
TexReplacer(?)	Medium	2	0.4	0.5	2	4.9
					Total Rendering Script Time:	7.3
					Total Script Time:	29.9

VFX	Category	Art/Script Time	Implementation Time	Test Time	Approval/Adjustment Time	Total Time For VFX
Camera						
Shake	Medium	0.3	1.5	0.3	1	3.1
Collect	Small	0.3	1	0.2	1	2.5
Death	Medium	0.3	1	0.3	1	2.6
					Total Camera VFX Time:	8.2
Environmental						
Fog	Large	2	2	0.4	1	5.4
WaveShader	Medium	3	1	0.2	0.5	4.7
WaterShader	Medium	2	1	0.3	0.5	3.8
					Total Environmental VFX Time:	13.9
Event						
WoodCrack	Small	1	1	0.5	0.5	3
DustPoof	Small	1	1	0.5	0.5	3
CollectSparkle	Small	1	1	0.3	0.5	2.8
					Total Event VFX Time:	8.8
					Total VFX Time:	30.9

SFX	Category	Recording/Editing Time	Implementation Time	Test Time	Approval/Adjustment Time	Total Time For SFX
Player						
Damage	Small	0.3	1	0.2	0.5	2
Jump	Small	0.3	1	0.2	0.5	2
Landing	Small	0.3	1	0.2	0.5	2
HeavyLanding	Small	0.3	1	0.2	0.5	2
Death	Medium	1	1	0.2	1	3.2
					Total Player SFX Time:	11.2
Environmental						
BackgroundCreaks	Large	2	1	0.5	1	4.5
BabaYagaHutStomp	Medium	0.5	2	0.5	1	4
BroomFall	Medium	1	1	0.3	0.5	2.8
LoomSpin	Medium	1	2	0.5	1	4.5
					Total Environmental SFX Time:	15.8
Event						
WoodCrack	Small	0.5	1	0.3	0.5	2.3
DustPoof	Small	0.5	1	0.3	0.5	2.3
CollectSparkle	Small	0.5	1	0.3	0.5	2.3
					Total Event SFX Time:	6.9
					Total SFX Time:	33.9

UI	Category	Art/Scripting Time	Implementation Time	Test Time	Approval/Adjustment Time	Total Time For UI
Camera						
CrackSphere	Medium	2	2	0.2	0.5	4.7
Collectable	Small	1	1	0.2	0.5	2.7
FadeScreen	Small	0.3	2	0.2	1	3.5
					Total Camera UI Time:	10.9
Front End						
TitleScreen	Large	2	1	0.5	1	4.5
					Total Front End UI Time:	4.5
Pause						
PauseMenu	Large	3	2	0.3	1	6.3
					Total Pause UI Time:	6.3
					Total UI Time:	21.7