

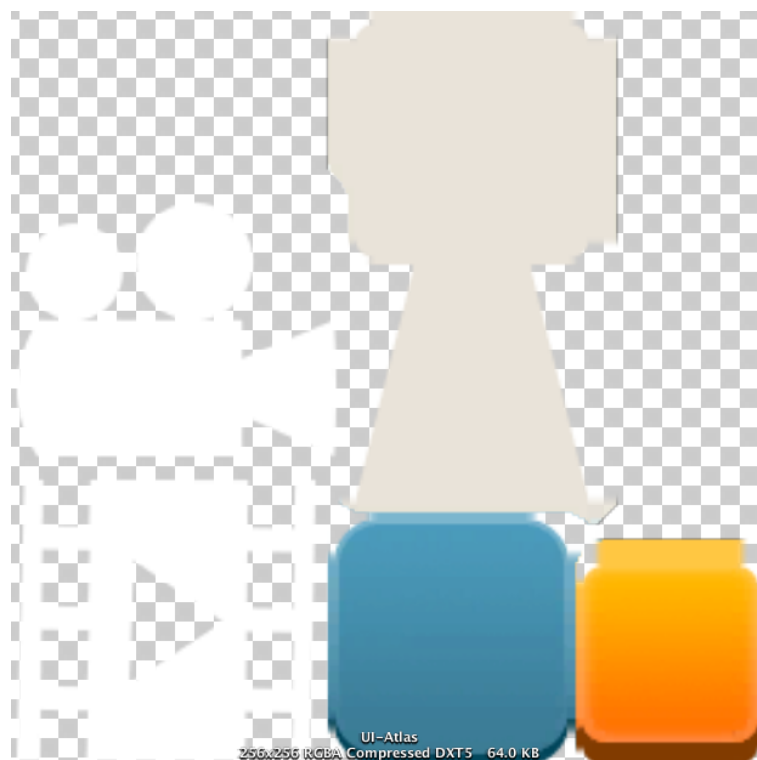
Test Documentation

Project Unity Version: 2018.2.1

Assets Used:

- 3D Model: Robot Kyle;
- Sprites: UI_Button_Standard_Orange, UI_Icon_Camera, UI_Icon_FilmPlay, UI_Panel_Content, UI_Panel_Window e UI_Tab_Active;
- Textures: Robot_Color, Robot_Normal, Back_Tex, Down_Tex, Front_Tex, Left_Tex, Right_Tex, Up_Tex, SmokeTexture, SmokeLoop02;
- Font: FredokaOne-Regular.

Sprite Atlas generated within Unity:



October 05th, 2018.
São Paulo, SP, Brazil.

Estimated Time per Steps:

- Robot Kyle animations: 8 hours;
- Smoke FX: 1 hours;
- Energy Ball FX: 4 hours;
- UI: 1 hour;
- Animation programming: 30 minutes;
- UI programming: 30 minutes;
- Environment Setup: 1 hour.

Total estimated time of the project: 16 hours.