**- Overview:**

Interesting ideas in the overview that shows ambition and creative depth. It's a large area, which is good as long as you leave space for small experiments, especially at the beginning. As in Andy's talk, think about the lofi experiments you can do quickly and roughly. There's a lot to explore! Excellent references, too. One thing missing from your bibliography is Unity - there are some ebooks in the library on it that could be helpful.

**- Technical:**

Lots of good references to look at, with some discussion of them. So you don't get lost testing out options, it's good to commit to one or two quickly, even if they aren't the "best". Any one of these will get you going! You seem to have a good awareness of process and what practical skills you will need, however.

**- Timeline:**

Great start! But, when are you starting the visual and animation prototyping in game engines? It doesn't appear from the start, which is a bit worrying, but maybe that was implied in your schedule. These are arguably the most important part so you should be trying them out from the very start, alongside the storyboarding (of course!). A big, common mistake is spending too much time on narrative and process and software \*before\* the creative coding work, and then the creative coding is a bit rushed at the end. Not saying this is you, but something to watch out for.