Mixamo for animations

Look at poser and Makehuman for characters

**Milestone 1: Finish by: 2/18/18**

~~Create enemy and character demo models~~ -Austin

~~Create original demo map~~ -Austin

~~Make character movements and speeds, not animations obviously~~ –Austin (try it with a ps4 controller it’s sweet!)

Start level design for 3 levels

**Milestone 2: Finish by: 2/25/18**

~~Make enemy 1 script~~

Make enemy 2 script

Make enemy 3 script

Playtest and adjust to make fun

~~Make mirror item~~ -Austin

TODO: Implement a finding distance vs a Chasing distance for giant.

Start searching for 3D objects that can make life easier for us with making the maps

Start making character/enemy models

Start working on finding or making music

**Milestone 3: Finish by: 3/4/18**

Finish character/enemy models

Make character/enemy animations

Finish making 3 maps.

Create gameManager script.

Place characters and enemies in map at proper places. Going to need play testing

Go back and adjust scripts so that everything looks smooth

**Milestone 4: Finish by: 3/11/18**

Add character powers and items based on skipping checkpoints

Place music in

Make ending

**Any final touches DUE: 3/13/18**

Enemy Patterns:

**Snake:** Can only detect movement within collision sphere. Player must move or jump to be detected. Running causes collision sphere radius to go from .1 to .2. In other words, running makes detection twice as easy.

**Giant:** Can only see. Must be a certain distance close and at a particular angle. Running has no affect on them.

**Humanoid:** Can both hear and see. Running has the same affect it does on snakes and increases sight distance as well.