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 (giant)~~

~~Make enemy 2 script (snake)~~

~~Make enemy 3 script (humanoid)~~

Playtest and adjust to make fun

~~Make mirror item~~ -Austin

* Added point light to follow player for more consistent lighting, need someone to take a look and fine tune intensity etc. -Brian

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

TODO: Implement group pursuit for snakes AI

* Started by Brian, but we need to add RigidBodies to the snakes to detect collisions from snake-to –snake…want to make sure this is okay before proceeding.

NOTE: with current playtesting map, because enemy AI are a couple meters above map ground, leads to kind of buggy player detection and pursuit (probably isn’t noticeable once we play enemies more carefully)

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

Start making character/enemy models (see links added by Brian)

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.

EDIT: Spawn points throughout map. As player collider runs into spawn points releases a snake. If snake count is higher than X then despawn first snake and spawn a new one.

**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.

Things to do:

1. Fix gravity on enemies
2. Make snakes spawn when found from spawn points and despawn when a certain amount of have been reached
3. Character death when touched
4. Character light reduced when dead
5. Character light settings adjusted properly
6. Implement fog into scene