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

TODO: Impliment a finding distance vs a Chasing distance.

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**