# *The Silver Bullets*

**Members:**
- Paul Avallone
  - Advanced Modeler
- Declan Behan
  - Team Lead
- Michael Clavell
  - Modeler
- Tyler Hernandez
  - Modeler
- Matt Hoffman
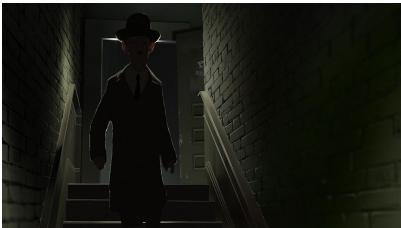  - Modeler

**Idea:** Noir Private Investigator Office

**Description:**

For our project we decided to recreate the drama of the the 40s but bringing film noir to the modern age. We will be setting up the office of a private investigator from the inner city. You will be able to explore his office as hes off trying to take matters into his own hands. He's a loose cannon but he'll get the job done.

**References:**

Francois Wilhelm Conradie
Modeling Texturing Lighting
2008

**Plan:**

Our plan is to work on our models as soon as possible and push them to a git repository that can be found here: https://github.com/deb2610/TheSilverBullets

We will then place our first iterations of the models in our gray box scene to see if there is need for tweaking in order to stay within theme.

Once the models are finalized we will rig and animate them in preparation for the final scene

Finally we will construct our final scene and add touches with scripts, sounds, and lighting.

**Model Assignments:**

| Model | Creator |
|---|---|
| Lamp | Paul |
| Plant | Paul |
| Revolver | Paul |
| Waste Basket | Paul |
| Blinds | Declan |

| | |
|---|---|
| Cigarette dish/Ash tray | Declan |
| Clock | Declan |
| Hallway(doors and windows) | Declan |
| Bookshelf | Michael |
| Desk Fan | Michael |
| File Cabinet | Michael |
| Globe | Michael |
| Desk | Tyler |
| Desk Chair | Tyler |
| Neuton Balls | Tyler |
| Whiskey | Tyler |
| Ceiling Fan | Matt |
| Coat hanger | Matt |
| Desk Papers | Matt |
| Telephone | Matt |

**Task Schedule:**
- Milestone 1: Design Doc
  - Task: Complete the Design Document and Submit
  - Due: 11/10/17
  - Hard Due: 11/12/17

- Milestone 2: Greyboxing
  - Task: Create a greybox scene as a template for our final scene
  - Due: 11/17/17
  - Hard Due: 11/19/17

- Milestone 3: Models
  - Task: Have all models creates and rigged
  - Due: 11/24/17
  - Hard Due: 12/1/17

- Milestone 4: Animations and Textures
  - Task: Finalize animations, UVs, and textures
  - Due: 12/1/17
  - Hard Due: 12/8/17

- Milestone 5: Unity Scene
  - Task: Create the final scene in unity with sound, lighting, and scripting

**Environment Layout:**

(A detailed, color, top-down drawing of the environment. (interior and exterior)