# Project Design Document

## Overview:

In this first ever Lab session, you will begin the preliminary work required to successfully create a personal project in this course. First, you’ll learn what a personal project is, what the goals for it are, and what the potential limitations are. Then you will take the time to come up with an idea and outline it in detail in your Design Document, including a timeline for when you hope to complete certain features. Finally, you will take some time to draw a sketch of your project to help you visualize it and share your idea with others.

## Project Outcome:

The Design Document will be filled out, including the concept, the timeline, and a preliminary sketch of the minimum viable product.

By the end of this lab, you will be able to:

* Come up with an idea for a project with a scope appropriate to your time and available resources
* Think through a project’s concept in order to better understand its requirements
* Plan out a project’s milestones with due dates to better understand the production cycle and to hold yourself more accountable
* Create a simple sketch / storyboard in order to better communicate your ideas

[Unity Video Series](https://learn.unity.com/tutorial/lab-1-personal-project-plan?uv=2020.3&courseId=5cf96c41edbc2a2ca6e8810f&projectId=5caccdfbedbc2a3cef0efe63)

[Written Instructions](https://drive.google.com/file/d/169fj4Xr1Ndj8K0oGxb4zLiPTRO80jFTF/view?usp=sharing)

[Google Document](https://docs.google.com/document/d/1ay0Do4L91sb8Y3PcV0f4sYjiVrirse_sUPy0V2x_scA/edit?usp=sharing)