Sonic Evolution Self Assessment

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      After hearing feedback on my culmination idea, I have realized that the main problem is that my scope for the project is too large within the current timeframe. I was so excited to bring my ideas to life that I didn't realize just how much work I had put on myself without the time to work on them. Therefore, I decided to cut down on what I wanted to achieve by the end of next semester. While the entire idea is still intact for the climax version, the Least Viable Product will contain less content than originally planned. Instead of trying to build Sonic and create a whole level, I will instead focus on Sonic himself. For my Least Viable Product, I will have a functional Sonic and a test or dev level where players can get a feel for how he plays. This way I have more time to make sure Sonic is nice and polished rather than rushing to include a bunch of half-baked features. One challenge I came across while building my proof of concept is that Sonic animations are not readily available online. I had originally planned to get my assets online and I thought they would be easy to obtain due to Sonic's popular IP. While models are easy to get, I can't seem to find any animations. Therefore, I will be ripping my assets straight from Sonic games, which is what most of the Sonic community does. After taking in feedback and considering challenges, I believe that this project is feasible within the timeframe.