**Environment (84HR)**

**General (25h)**3D\_GEN\_SaveTravel\_001 Save and fast-travel object 3h  
2D\_GEN\_Skybox\_001 Skybox 3h  
3D\_GEN\_Tree\_001 Tree 1h  
3D\_GEN\_Tree\_002 Tree 2 1h  
3D\_GEN\_Tree\_003 Tree 3 1h  
2D\_GEN\_GravelPath\_001 Gravel path texture 1h   
2D\_GEN\_BrickPath\_001 Stone brick path texture 1h  
2D\_GEN\_Grass\_001 Grass Texture 1h  
2D\_GEN\_Sand\_001 Sand Texture 1h  
2D\_GEN\_Rock\_001 Rock Texture 1h  
3D\_GEN\_Rock\_001 Rock / stone 1h  
~~3D\_GEN\_Rock\_002 Rock 2 1h  
3D\_GEM\_Rock\_003 Rock 3 1h~~3D\_GEN\_Terrain\_001 Terrain 5h  
~~3D\_GEN\_Cave\_001 Cave 2h~~2D\_GEN\_Water\_001 Water texture / shader 2h  
2D\_SPR\_Grass\_001 Grass Sprite 0h  
2D\_SPR\_FlowerBed\_001 Flowers 0h  
  
**Hub town** **(13h)**  
3D\_HUB\_ShopBuilding\_001 Shop building 3h  
3D\_HUB\_StreetLantern\_001 Street lanterns 1h  
3D\_HUB\_House\_001 House 2h  
3D\_HUB\_PlayerHouse\_001 Player’s house 2h  
3D\_HUB\_TownSign\_001 Town sign 2h  
3D\_HUB\_PiggyPen\_001 Piggy pen 2h  
3D\_HUB\_Fountain\_001 Fountain 0h  
~~3D\_HUB\_Fence\_001 Fence piece 1h~~  
  
**Forgotten Temple of Grecia (7h)**3D\_FTOG\_Temple\_001 Temple 0h  
3D\_FTOG\_Pillar\_001 Temple pillar 1h  
3D\_FTOG\_BrokenPillar\_001 Broken pillar 1h  
3D\_FTOG\_Arch\_001 Temple Arch 2h  
3D\_FTOG\_Shrine\_001 Temple Shrine 3h  
  
**Forest of Whispers (5h)**  
3D\_FOW\_MillHouse\_001 WindMill / house 5h  
  
**Endeavor Keep (17h)**3D\_KEEP\_Tower\_001 Tower1 2h  
3D\_KEEP\_Tower\_002 Tower2 2h  
3D\_KEEP\_Tower\_003 Tower3 1h  
3D\_KEEP\_Tower\_004 Tower4 2h  
3D\_KEEP\_Wall\_001 Wall 2h  
3D\_KEEP\_BigTower\_001 Big tower 2h  
3D\_KEEP\_KeepGate\_001 Keep Gate 2h  
3D\_KEEP\_Barricade\_001 Barricade 1h  
3D\_KEEP\_MountedTorch\_001 Wall torches 1h  
3D\_KEEP\_Bonfire\_001 Bonfire 2h  
  
**Lyndor (17h)**  
3D\_LYND\_Wall\_001 Lyndor wall 1h  
3D\_LYND\_WallPillar\_001 Wall Pillar 1h  
3D\_LYND\_Bridge\_001 Lyndor bridge 2h  
3D\_LYND\_Pavillion\_001 Pavillion 3h  
3D\_LYND\_Arch\_001 Arch over path 2h  
3D\_LYND\_Flag\_001 Flag for arch 0h  
3D\_LYND\_Pavement\_001 Pavement 1h  
3D\_LYND\_Square\_001 Borderless pavement 1h  
3D\_LYND\_Lantern\_001 Lantern 0h  
3D\_LYND\_Gate\_001 Gate 1h  
3D\_LYND\_GateDoor\_001 Gate door 1h  
3D\_LYND\_Hall\_001 Hall building 3h  
3D\_LYND\_Terrain\_001 Terrain 1h

**Weapons and Items (21HR)**

3D\_WEAP\_Dagger\_001 Dagger 3h  
~~3D\_WEAP\_Scythe\_001 Scythe 4h~~3D\_WEAP\_Absolus\_001 Absolus 2h  
3D\_WEAP\_Hammer\_001 Hammer 2h   
3D\_WEAP\_Sword\_001 Kees’ Sword 5h  
3D\_WEAP\_Arms\_001 to wield weapon 4h­­­  
3D\_ITEM\_CoinDrop\_001 Loot 1h

**Entities (51HR)**

**General (49h)**~~3D\_NPC\_August\_001 August 8h~~

**Hub Town**3D\_NPC\_Piggy\_001 Piggy 4h  
3D\_NPC\_Villager\_001 Villager1 6h

**Forgotten Temple of Grecia**3D\_ENM\_Phantom\_001 Phantom 6h  
3D\_ENM\_BigPhantom\_001 Big phantom 1h

**Fields**3D\_ENM\_EvilPiggy Evil piggy 1h

**Endeavor Keep**3D\_ENM\_Guard\_001 Evil Lyndor Guard 8h  
3D\_ENM\_Reeve\_001 Final boss 8h

**Lyndor**3D\_NPC\_Guard\_001 Friendly Lyndor Guard 1h  
3D\_NPC\_Vienne\_001 Vienne NPC 8h

**User Interface (31HR)**

**UI Sprites**UI\_MAIN\_Background\_001 Background for main menu 3hr  
UI\_MAIN\_Logo\_001 game logo 3hr   
UI\_MAIN\_Button\_001 Button for main menu 1hr   
UI\_PAUSE\_Panel\_001 Panels for all tabs 2hr  
UI\_PAUSE\_Button\_001 Button for in the panels 1hr   
UI\_QUEST\_Incomplete\_001 Icon after incompleted quest text 1hr  
UI\_QUEST\_Completed\_001 Icon after completed quest text 1hr  
UI\_INV\_Dagger\_001 Dagger icon 1hr  
UI\_INV\_Hammer\_001 Hammer Icon 1hr  
UI\_INV\_Absolus\_001 Absolus Icon 1hr  
UI\_INV\_Sword\_001 Sword Icon 1hr  
~~UI\_INV\_Scythe\_001 Scythe Icon 1hr~~UI\_INV\_Potion\_001 Potion Icon 1hr  
UI\_INV\_Quest\_001 Quest item icon 1hr  
UI\_INV\_Empty\_001 Empy Inventory Slot Image 1hr  
UI\_INV\_Hover\_001 when slot is selected /edge 0hr  
UI\_MAP\_World\_001 World map 3hr  
UI\_MAP\_Lyndor\_001 Lyndor map 3hr  
UI\_CREDITS\_concept\_001 Concept art for in credits (transparent) 0hr  
UI\_HUD\_HealthBar\_001 Health 1hr  
UI\_HUD\_PlayerHit\_001 bloodsplatter effect when player is hit 0hr  
UI\_HUD\_WeaponHotkeys\_001 Small bubble with hotkey text 1hrUI\_HUD\_PlayerMenu\_001 PlayerMenu Hotkeys 3hr  
UI\_HUD\_Conversation\_001 Conversation Panel 1hr  
UI\_HUD\_ConversationButton\_001 Conversation Button for accepting quests 1hr

**Fonts**FO\_GeneralFont\_001 Font that we will likely use everywhere 1hr

**Sound(24HR)**

**Music (18h)**

SO\_BGM\_MainMenu\_001 Main menu theme 0h  
SO\_BGM\_HubTown\_001 Hub Town Theme 3h  
SO\_BGM\_Field\_001 Field theme 3h  
SO\_BGM\_FOW\_001 Forest of whispers theme 3h  
SO\_BGM\_Temple\_001 Temple theme 3h  
SO\_BGM\_Lyndor\_001 Lyndor theme 0h  
SO\_BGM\_Keep\_001 Endeavor theme 3h  
SO\_BGM\_Reeve\_001 Final boss theme 3h  
SO\_BGM\_Credits\_001 Credits theme 0h

**SFX (6h)**

SO\_SFX\_MenuHighlight\_001 Highlighting button sound 1h  
SO\_SFX\_MenuPress\_001 Pressing button sound 1h  
SO\_SFX\_ItemGet\_001 Item obtained sound 1h  
SO\_SFX\_PiggyGet\_001 Piggy obtained sound 1h  
SO\_SFX\_WeaponGet\_001 Weapon obtained sound 1h  
SO\_SFX\_PlayerDeath\_001 Player death sound 1h

**Scripts (52h)**

PlayerController.cs 1h  
MouseLook.cs 0h  
MainMenuManager.cs 0h  
LoadController.cs 0h  
PiggyBehaviour.cs 1h  
CreditsManager.cs 0h  
QuestClass.cs 1h  
WindMill.cs 0h  
FastTravelSafeManager.cs 1h  
ShopManager.cs 3h  
ConversationManager.cs 4h  
UpgradeManager.cs 3h  
EnemySpawner.cs 1h  
WeaponController.cs 3h  
PickUpScript.cs 1h  
InteractScript.cs 1h  
DontDestroyOnLoad.cs 0h  
PauseMenuManager.cs 1h  
EnemyBehaviour.cs 6h  
WeaponClass.cs 2h  
ItemClass.cs 2h  
EnemyClass.cs 1h  
PlaySoundAtPoint.cs 0h  
UIManager.cs 3h  
StatsManager.cs 3h  
PlayerSpawnLocator.cs 1h  
QuestManager.cs 4h  
InventoryManager.cs 6h  
PlayerMenuManager.cs 3h

263 / 5 weken = 52,6

13.5 uur per persoon per week