Sprint 2 : 7 weken  
  
  
**Week 1 :   
 -**Project setup , scripts maken & sorteren  
 -PlayerController  
 -Pausemenu  
 -Concept art for all characters & enemies & weapons  
 -August, Vienne  
 - Phantom, Reeve, Guard & alts, Wild piggies alt.  
 -Dagger, Scythe  
 -Concept art for Assets  
 -Save points  
 -Trees, flowers   
 -Area specific assets  
 -UI design  
 -World map & Lyndor map  
 -UI and Menu look **Week 2 & 3:**

**-** Character models  
 - Asset models (iedereen minimaal 1 per week)  
 - UI functionality  
 -Story & Quests   
 - Basic scripts(Questmanager, inventory etc.) **Week 4:** -Character textures(+alts)   
 -Character Rigs  
 -sprites  
 -Assets  
 -Advanced scripts **Week 5:   
 -**Assets -Script implementing & checking  
 -Extra models and textures etc. **Week 6 & 7 : Implementing** -Area building **-** Particles, Animations, music, & UX check  
 - Gametesting