Transportation Technologies Manual Transmission Project

**September 15th – 22nd |** Drop Zones, Colliders, Layers, Tags, Interactions, Naming with White Box Models in Unity

**September 23rd – 29th |** Grease Mechanics & Hammer Mechanics

**September 30th - November 3rd |** Sound & Final Models (including Lighting, UVing, Texturing, background models)

**November 4th – 10th |** User interface

**November 11th – 17th |** Final assets imported to unity and applied

**November 18th – 24th |** Fix Issues

**November 25th – December 1st |** Play Test