Milestone guidelines.

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| **Day 1:** | Art assets started.  Vase, bed and Couch grey boxed  Outdoor area started | **Date Completed: 08/08/18**  **Time: 3:45 Pm** |
| **Day 2:** | Rough Grey box of house and backyard.  Stove and sink grey boxed  Vase, bed and couch complete | **Date Completed: 09/08/18**  **Time: 10:18 Am** |
| **Day 3:** | Bookshelf Finished  Flowers  Pictures  House Grey box finished  Outdoor assets started | **Date Completed: 10/08/18**  **Time: 2:10 Pm** |
| **End of week 1** | Most assets grey boxed and level grey box complete.  Did I meet this goal? | **Did I complete the goal on-time?**  Yes. |
| **Day 1:** | Game Manager made  Task script finished  Contact people for dialogue | **Date Completed: 15/08/18** |
| **Day 2:** | Polish art assets and build small test scene.  Find walking audio  Find and implement Hospital audio. | **Date Completed: 16/08/10**  **Time: 4:35 Pm** |
| **Day 3:** | Implement UI that scales with the screen size  Have 1 full day complete and playable. | **Date Completed:** |
| **End of week 2** | Have 1 full day complete and playable with audio.  Outdoor area fully working and usable | **Date Completed:** |
| **Day 1:** | Create day 2 and implement the colour fading on certain objects. | **Date Completed:** |
| **Day 2:** | Polish day 2 and start day 3 with more colour fading.  Implement dialogue. | **Date Completed:** |
| **Day 3:** | Final polish. | **Date Completed:** |
| **End of week 3** | Final product completed and due on Friday 24th at 5pm. Start uploading at 4 pm. | **Date Completed:** |