Milestone guidelines.

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