

**Assignment 1**  
**Platforms 5**  
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**Term 5 Assets List**

Asset	Stage	Priority	Expected Time <i>hours</i>	Real Time <i>hours</i>	Description
<b>Capstone General Requirements</b>					
Level Design Document	Documentation	2	10		<ul style="list-style-type: none"> <li>➤ Rework the Level Design Document taking into account the new level layout</li> <li>➤ Understand the values of specific entities (Character movement, AI movement, Weapons and traps fire rates)</li> </ul>
Update Game Design Document	Documentation	1	5		<ul style="list-style-type: none"> <li>➤ Evaluate the features of the previous GDD</li> <li>➤ Write what systems changed and how they can potentially affect other systems</li> <li>➤ Decide what factors are absolutely needed for the minimum scope of the game and the ideal scope of it</li> <li>➤ Evaluate what systems can be improved after the first testing build and how do they modify other systems</li> </ul>
Economy System pass 1	Documentation	1	10		<ul style="list-style-type: none"> <li>➤ Evaluate the different systems that work together (currency, Player health, AI health, weapon cooldown, Weapon Cost, Traps build cost and blueprint cost)</li> <li>➤ Setup the relations between values to stablish a first testing values for the build when enemies drop energy and how the player can use it</li> </ul>

Character Design					
Base Character Arms Blocking	Blocking	1	2		<ul style="list-style-type: none"> <li>➤ Create a base mesh blocking that can be used to set up the arms of all 4 characters</li> <li>➤ Make sure proportions are accurate</li> <li>➤ Make sure the distribution and position of fingers is correct for an easier retopology</li> </ul>
Base Character Arms Retopology	Low Poly	1	5		<ul style="list-style-type: none"> <li>➤ Create proper topology for extraction of pieces</li> <li>➤ Correct edge flow for animation deformation</li> </ul>
Aeon's Arms features Low Poly	Low Poly	1	4		<ul style="list-style-type: none"> <li>➤ Extracting the topology for the arms, including pieces of clothing that would be visible in camera field</li> <li>➤ Creasing edges or creating support edges to support smoothing groups</li> </ul>
Aeon's Arms features High Poly	High Poly	1	6		<ul style="list-style-type: none"> <li>➤ Extract extra pieces needed on the high poly</li> <li>➤ Inserting meshes like patches and buttons that are don't need a low poly</li> </ul>
Base Character Arms Rigging for Motion Capture	Rigging	2	4		<ul style="list-style-type: none"> <li>➤ Create the base skeleton with correct orientations for the joints</li> <li>➤ Creating key poses for weight painting</li> <li>➤ Export the mesh and rig for motion capture setup in Motion Builder</li> </ul>
Base Character Arms Rigging for animation	Rigging	3	10		<ul style="list-style-type: none"> <li>➤ Setting up bones, IK, FK and controllers needed for the animation of the hands.</li> <li>➤ Locking attributes that can affect the rig while animating</li> </ul>
Aeon's Arms Texturing Setup	Texturing	1	3		<ul style="list-style-type: none"> <li>➤ Unwrapping UVs with correct seams position</li> <li>➤ Cap connection areas</li> <li>➤ Reduce the cap size on the UVs to optimize the texture density</li> <li>➤ Setup material IDs where needed according to specific requirements</li> </ul>

					<ul style="list-style-type: none"> <li>➤ Rename parts according to the low and high poly shared name for baking</li> </ul>
Aeon's Arms Texturing	Texturing	1	6		<ul style="list-style-type: none"> <li>➤ Bake maps (AO, Normals, IDs, Curvature, Thickness, position)</li> <li>➤ Texture the character based on the general materials established for characters and the style of the game</li> <li>➤ Create emission and opacity maps in the specified areas</li> <li>➤ Export textures optimized for Unity URP</li> </ul>
Aeon Body Optimizing topology	Low Poly	2	15		<ul style="list-style-type: none"> <li>➤ Correct topology based on animation deformations</li> <li>➤ Create topology for supporting details on the clothes and features</li> <li>➤ Cap areas that are not going to be rendered to optimize topology</li> </ul>
Aeon Body rigging for Motion Capture	Rigging	2	4		<ul style="list-style-type: none"> <li>➤ Create the base skeleton with correct orientations for the joints</li> <li>➤ Creating key poses for weight painting</li> <li>➤ Export the mesh and rig for motion capture setup in Motion Builder</li> </ul>
Aeon Body Rigging for animation	Rigging	3	15		<ul style="list-style-type: none"> <li>➤ Setting up bones, IK, FK and controllers needed for the animation of the hands, arms, legs, feet, head and spine</li> <li>➤ Locking attributes that can affect the rig while animating</li> </ul>
Aeon Body Character selection animation	Animation/ Motion Capture	4	10		<ul style="list-style-type: none"> <li>➤ Create a reference library for the animation of Aeon</li> <li>➤ Select what style would fit better the personality of the character</li> </ul>

					<ul style="list-style-type: none"> <li>➤ Record some references based on our idea of the result</li> <li>➤ Animate the character in the time specified</li> </ul>
Aeon's Body Texturing Setup	Texturing	3	4		<ul style="list-style-type: none"> <li>➤ Unwrapping UVs with correct seams position</li> <li>➤ Reduce the cap size on the UVs to optimize the texture density</li> <li>➤ Setup material IDs where needed according to specific requirements</li> <li>➤ Rename parts according to the low and high poly shared name for baking</li> </ul>
Fluffy Blocking	Blocking	5	3		<ul style="list-style-type: none"> <li>➤ Create a base mesh blocking with the main proportions and features of the character</li> <li>➤ Make sure the topology is distributed correctly for retopology</li> </ul>
Fluffy Retopology	Low Poly	5	15		<ul style="list-style-type: none"> <li>➤ Create proper topology for extraction of pieces</li> <li>➤ Correct edge flow for animation deformation</li> <li>➤ Add support edges for shapes that need to be sharp</li> </ul>