**PROJECT DEVELOPMENT: PV**

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| **ID** | **DESCRIPTION** | **STATE** |
| 001 | Create the first scene, the base terrain and define the world units, | coding |
| 002 | Create a menu with one button named “import…” |  |
| 003 | Make the import button functional. It means, open the system default file explorer and get a path string as output |  |
| 004 | Create the BaseObject class |  |
| 005 | Create an ImportManager class – a ObjImporter wrapper |  |
| 006 | Make the a “.obj” object visible on the terrain |  |
| 007 | Make all possible object extensions visible on the terrain |  |
| 008 | Create the auto collision detection |  |
| 009 | Create the InputManager class |  |
| 010 | Create the Menu Scene with menu options:”New project”, “Load Project”, “Options” |  |
| 011 | Create the PrefsManager class |  |
| 012 | Create an UI popup for simple rect transforms: “rotation”, “Translation”, “Scale” |  |
| 013 | Create an UI popup for object constructor (3D cube based) |  |
| 014 | Create the 3D cube based constructor:  Create the Wall class,  Create the WallCreator class,  Implements its functionalities |  |
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