

**GAME TITLE**

**TEAM NAME**

<b>Week</b>	<b>Day</b>	<b>Tech Milestone</b>	<b>Art Milestone</b>
<b>2</b>	Mon, Mar 22		
	Tue, Mar 23	Source control site created	
	Thu, Mar 25		Game textures delivered to tech
	Fri, Mar 26		
<b>3</b>	Mon, Mar 29		
	Tue, Mar 30		Base environment delived to tech
	Thu, Apr 1	Base environment integrated	Rough static model for critique
	Fri, Apr 2	<b>Game Web Site Online</b>	
<b>4</b>	Mon, Apr 5	Basic game mechanic implemented	
	Tue, Apr 6		Static models delivered to tech
	Thu, Apr 8	Static models integrated	Rough hi-rez main character for critique
	Fri, Apr 9		
<b>5</b>	Mon, Apr 12	<b>Progress Presentation</b>	
	Tue, Apr 13		Main character delivered to tech
	Thu, Apr 15	Main character integrated	Rough character animations for critique
	Fri, Apr 16		
<b>6</b>	Tue, Apr 20	<b>First Playable Demo</b>	
			4 character animations delivered to tech
	Fri, Apr 23	Character animations integrated	
<b>7</b>	Mon, Apr 26	<b>Feature Freeze Demo</b>	
			4 interactive sounds delivered to tech
	Tue, Apr 27		
	Thu, Apr 29	Interactive sounds integrated	4 environmental sounds delivered to tech
	Fri, Apr 30	Environmental sournds integrated	
<b>8</b>	Mon, May 3	<b>Final Presentation</b>	
	Tue, May 4		Final art portfolio due

**ART ASSET DESCRIPTIONS**

**Textures:**

**Environment:**

**Static Model:**

**Main Character:**

**Character Animations:**

**Interactive Sounds:**

**Environmental Sounds:**

**Other:**

**TECH COMPONENT DESCRIPTIONS**

**Controller:**

**GUI:**

**Physics:**

**AI:**

**Networking:**

**Other:**