Schedule or Calendar

Feb 16th – Complete Storyboard Layout Plan

Feb 26th – Begin the Openlab Portfolio

Mar 3rd – Complete Sound List, Sketched & Storyboard drawings

Mar 9th – Complete Photoshop/Illustrator Designs

Mar 16th – Complete character 3D model

Mar 31st – Apr 1st – Unity Tutorials

Apr 6th – Apr 9th – Unity Tutorials

Apr 13th – Complete 3D characters and midway into animation story

Apr 20th - 27th – Coding

May 2nd – Exporting & Testing

May 11th – Completion of Project

May 13th – Poster Setup & Openlab Portfolio completion

Budget

Unity – FREE

MAYA – FREE

AUDACITY – FREE