MILESTONES	49	50	51	52	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
1. Story Phase																												
1.1 Main Storyboards	X	X																										
1.2 Work with other 2 people		X	X																									
1.3 Variation Storyboards			X																									
1.4 Topography Map			X																									
1.5 Sketching Primary Objects		X	X																									
2. Modelling Phase																												
2.1 Environment Models				X	X	X																						
2.2 Small Inventory Models						X	X																					
2.3 Animal And Human Models							X	X																				
2.4 Basic Rigging									X																			
2.5 Basic Texturing									X	X																		
2.6 Basic Lighting										X																		
2.7 Render Storyboards											X																	
3. Interactivity Phase																												
3.1 Importing Models & Materials												X																
3.2 Basic Camera Controllers													X															
3.3 Basic Physics Development														X	X													
3.5 Testing & Improving Rigging															X	X	X											
3.6 Lighting setup																	X											
3.7 Prototype Testing																	X	X										
4. Game Phase																												
4.1 Connecting Dreams																			X									
4.2 Triggers and Animations																				X	X							
4.3 Lighting and Visual Effects																						X	X					
4. Virtual Reality Phase																												
4.1 Plugging Occulus Rift																								X				
4.2 Adjusting Camera Controller																								X				
4.3 Testing																									X			
5. Polishing Phase																												
5.1 Adding visual effects																										X		
5.2 Bug fixing																										X		
6. Advertisement Phase																												
6.1 Making of Presentation Video																									X	X	X	
6.2 Design of the project website																									X	X	X	
6.4 Publishing																												X