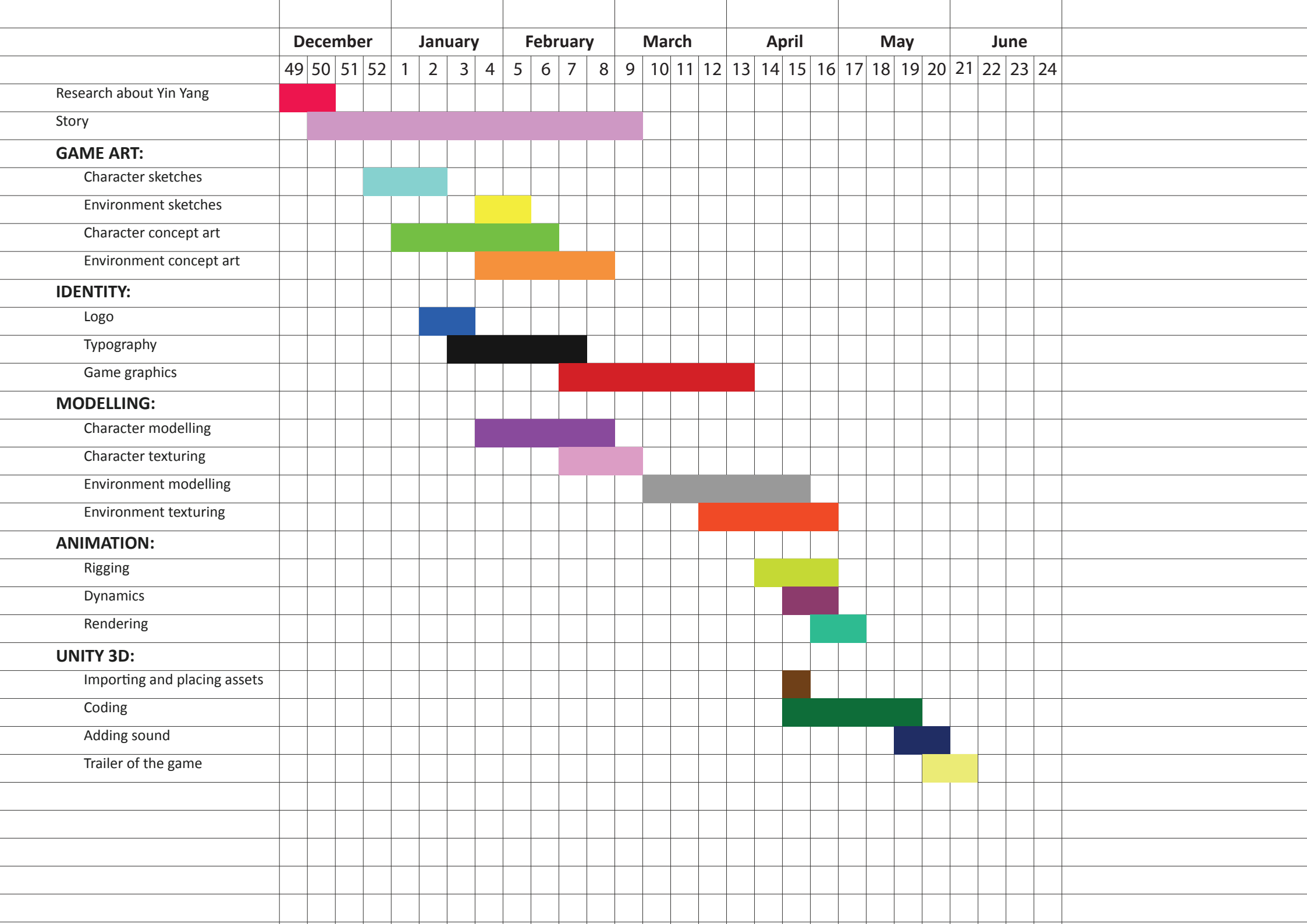
December
January
February
March
April
May
June
49 50 51 52 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24
Research about Yin Yang
Story
GAME ART:
Character sketches
Environment sketches
Character concept art
Environment concept art
IDENTITY:
Logo
Typography
Game graphics
MODELLING:
Character modelling
Character texturing
Environment modelling
Environment texturing
ANIMATION:
Rigging
Dynamics
Rendering
UNITY 3D:
Importing and placing assets
Coding
Adding sound
Trailer of the game